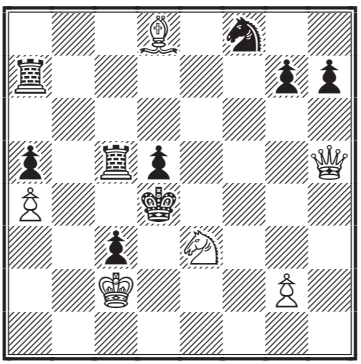
"The Charm"



White to play and mate in five moves

A COLLECTION OF

TWO HUNDRED CHESS PROBLEMS

COMPOSED BY

Frank Healey

including the problems to which the prizes
were awarded by the committees of the *Era*,
the Manchester, the Birmingham, and the
Bristol chess problem tournaments

ACCOMPANIED BY SOLUTIONS

[1866]

An Electronic Edition
Anders Thulin, Malmö · 2003-08-02

TO

Henry Waite, Esq.,
THE LIBERAL PATRON OF CHESS,

this collection of chess problems
is respectfully inscribed by
the author

PREFACE

In offering this collection of problems to the Chess community, I feel that a few prefatory words are required by way of explanation. Several previous composers have come before the public in the same manner, among whom I may enumerate Mr. Kling, Mr. Brown of Leeds, and J. B. of Bridport. Their example has given me confidence, and I venture to hope that the present collection will be found to bear some features especially distinctive of English problems, such as may justify my publishing it in a separate form.

It is certain that the great body of Chess amateurs have always felt an especial interest in the composition and solution of problems. For ten persons who take up a magazine or newspaper to examine a game, probably a hundred may be found who only look to the problems. How often do we see a man of powerful brain devoting a spare half hour to the careful scrutiny of a diagram in the *Illustrated London News.* This study is rewarded by that legitimate gratification which the successful exertion of the intellect always brings with it. But the same man would not, and could not, have devoted the necessary time and energy to a difficult contest over the board.

The innumerable solutions of those problems constantly forwarded to the *Era,* the *Illustrated London News,* the *Field,* and many other newspapers, all agree with one consent in the same story, viz., the increasing popularity of problem making and solving.

Problems are indeed the poetry of Chess. The same depth of imagination, the same quick perception of the beautiful, the

same fecundity of invention, which we demand from the poet, are to be found, under a different form, in the humble labours of the problematist. Surely, without pressing the analogy too far, we may say that the thirty-two pieces form the alphabet of the composer, while the Chess board is the paper, and the positions finally resulting may be fairly likened to so many stanzas. Nor are painting and sculpture alien themes. But why should I proceed

> "To paint new colours in the bow of Heaven
> And throw fresh perfume on the violet."

Turning for a brief moment to the history of problems, it cannot but strike the student with some surprise to discover how few names, comparatively speaking, are inscribed on the honourable roll of inventors. From the illustrious Damiano downwards, the following brief register includes, I believe, most of the celebrities to our own day:—Lolli, Ponziani, Stamma, D'Orville, Küper, Mendheim, Kieseritzky, and Silbersmidt. In our own time, we have indeed a brilliant constellation of genius, in which Anderssen, Kling, Bayer, Horwitz, and Grosdemange, among our continental brethren—Angas, Bolton, Bone, K. A. Browne, J. B. of Bridport, Campbell, M'Arthur, Grimshaw, T. Smith, C. W. of Sunbury, and Turton, among ourselves, with Theodore Brown, S. Lloyd, and E. B. Cook in America—shine pre-eminent.

Coming now to compare the ancient with the modern school of problems, I feel much diffidence in attempting so delicatc a task. It has been justly observed by a clever Spanish writer that there is as much difference between the styles of two skilful problem composers as between the paintings of Raphael and Titian, the one excelling in expression, the other in colour. Similarly one problematist is known for his originality and brilliancy of conception, while another excels in giving that artistic finish which really constitutes the perfect problem. In truth, the beauty of a problem does not consist so much in the intricacy of the theme as in the manner in which the idea

is treated or woven in by the composer. The finest end games have often a very simple solution, but it is so hidden among numerous other modes of play which mislead the solver that it is very difficult to discover.

The main feature in the works of the earlier composers is the great number of moves required for their solution. There are in general few variations, but a series of forced checks and bold sacrifices conducts the student to the final mate. Though difficult to solve, they were comparatively easy to invent. In a word, although much admired on account of their intricacy and ingenuity, they lack the depth and complexity which characterise the best productions of the present day.

Perhaps the most convenient way of classifying problems is to divide them into three main branches—viz., 1. Ordinary problems, *i. e.,* those in which mate is to be given in a certain number of moves; 2. Conditional problems, *i. e.,* those in which mate is to be given by a particular piece or Pawn, or upon a particular square, or in which the mate is hampered by some similar stipulations; 3. Suicidal Problems, *i. e.,* those in which White compels Black to checkmate him in a certain number of moves. The last two species are manifestly unpopular with English players of the present day. They are more artificial, more unnatural, less practical, and less instructive than the former. Upon this head I cannot better express my deliberate judgment than in the language of Herr Lowenthal in his preface to the *Era* Problem Tournament. "Suicidal and conditional problems have gone out of fashion, and the inference is, that the fanciful modes of play which they illustrate have fallen into desuetude. Few games are now played in which the giver of odds undertakes to compel his adversary to mate him or to give mate on a marked square, and the kind of problems referred to have consequently lost their use, and with it their interest. We have fewer problems in which it is almost insuperably difficult to hide the design, fewer still of those interminable studies in which the moves approach in point of number to the tales of the thousand and one nights. In short, mere trifles

are disregarded, and ponderous puzzles are thrown aside. The lovers of problems are turning to the elegant, the original, and the practically useful, and in that way can render their pursuit profitable to the student and interesting to the accomplished Chess-player."

London, January, 1866. F. H.

Notes to Electronic Edition

This edition is based on the 1866 edition, published by Longmans, Green & Co., London. Solutions have been converted to algebraic form, but otherwise follow the original.

All problems have been computer-tested, using Matthieu Leschemelle's *Problemiste*. Found errors have been indicated below the diagram as follows: [†] indicates a problem without a solution in the stipulated number of moves, [*] indicates a problem with multiple solutions, and [§] a problem with short solution(s). Details have been added, in brackets, to the solutions, though minor errors have been silently corrected.

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PRIZE PROBLEMS

For the following set of Problems a prize was awarded by the committee of the Era Problem Tournament in the year 1856.

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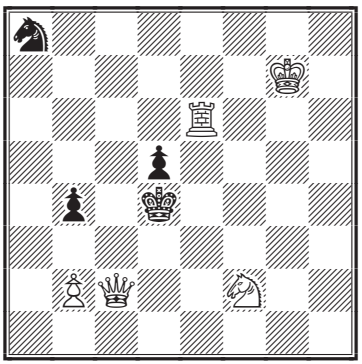

Mate in three moves

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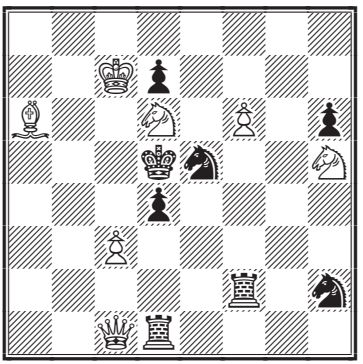

Mate in four moves

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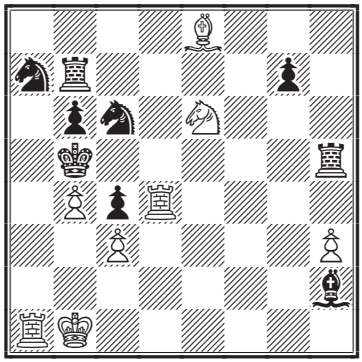

Mate in four moves

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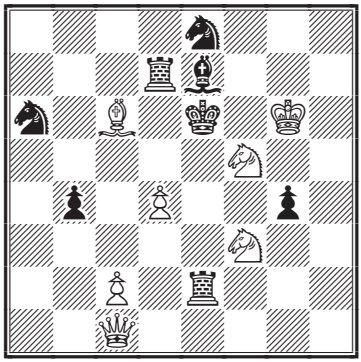

Mate in four moves

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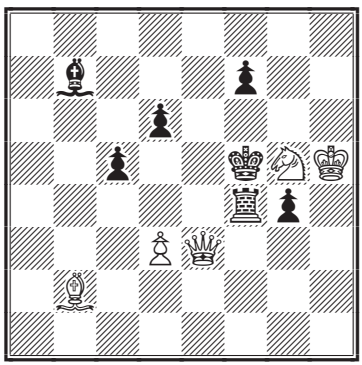

Mate in four moves

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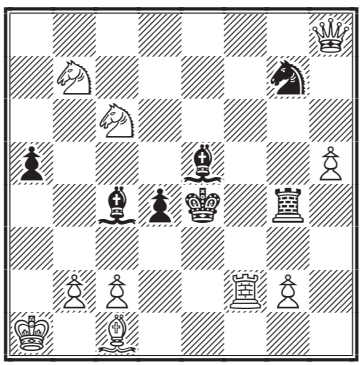
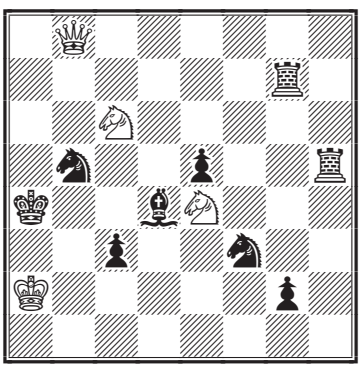


Mate in four moves

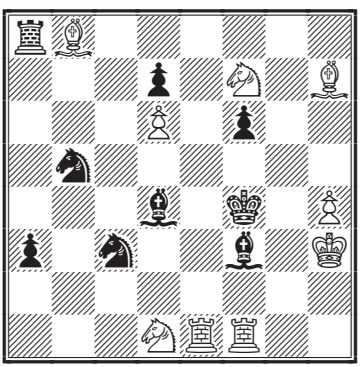
The following two positions received the award of the first prize in a problem tourney at the meeting of the Chess Association at Manchester in the year 1857.

7.



Mate in three moves

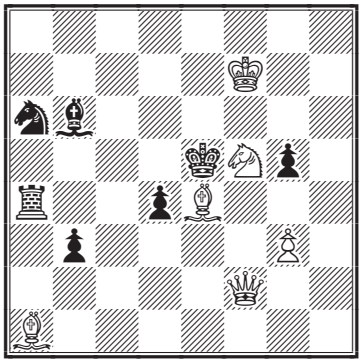
8.



Mate in four moves

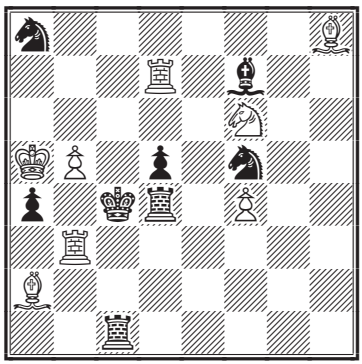
The first prize was awarded to the following three problems in a problem tourney at the meeting of the British Chess Association at Birmingham in the year 1858.

9.



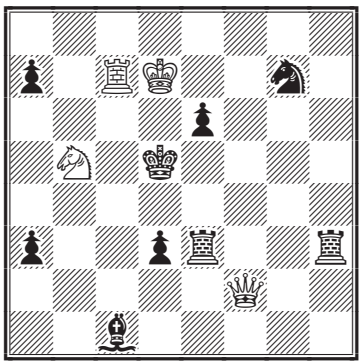
Mate in three moves

10.



Mate in four moves

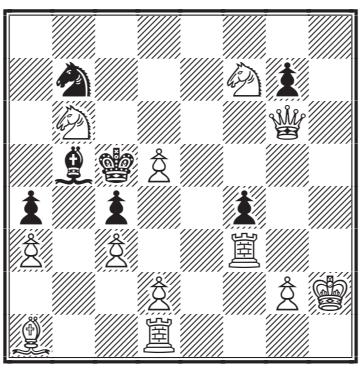
11.



Mate in five moves

The following problems gained the first prize in a problem tourney at the meeting of the British Chess Association in Bristol in 1861.

12.



Mate in three moves

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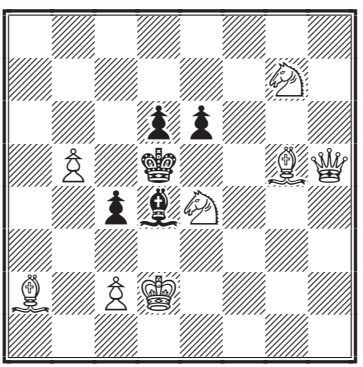

Mate in three moves

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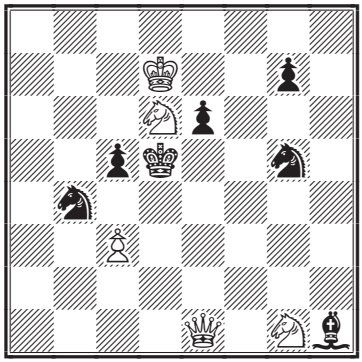

Mate in four moves [*]

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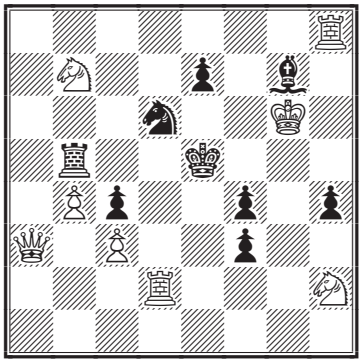

Mate in four moves [*]

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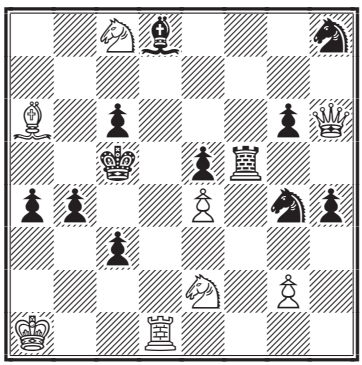

Mate in five moves [†]

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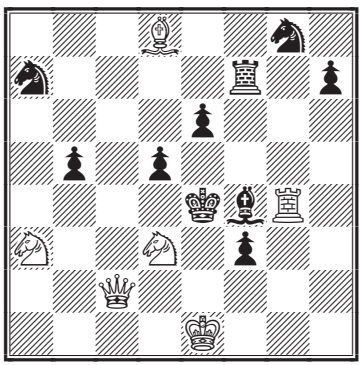

Mate in five moves [*]

PROBLEMS IN TWO MOVES

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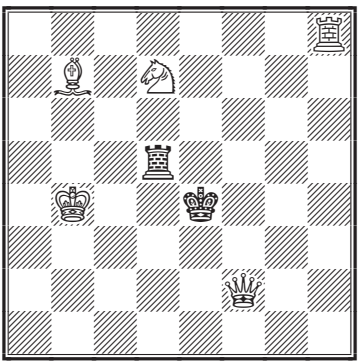

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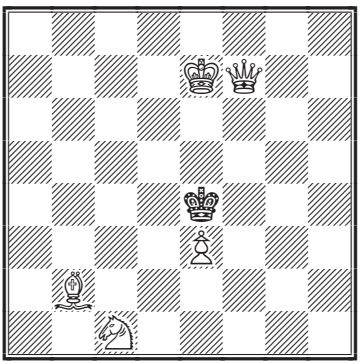

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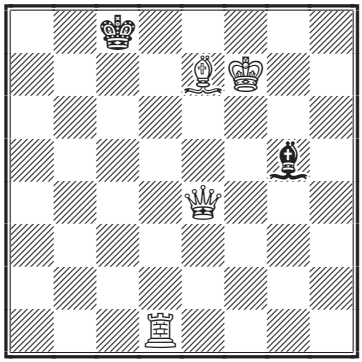

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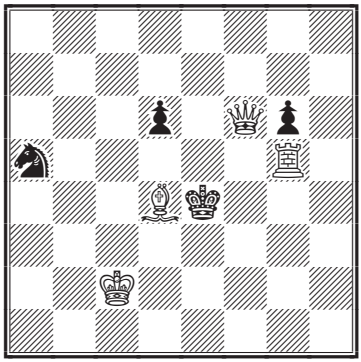

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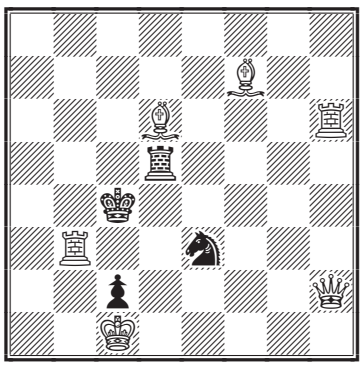

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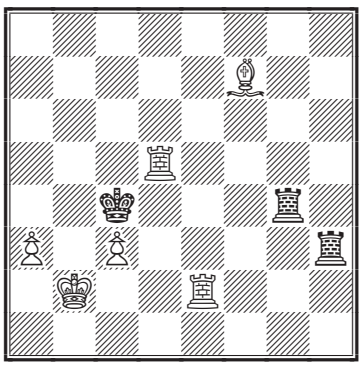

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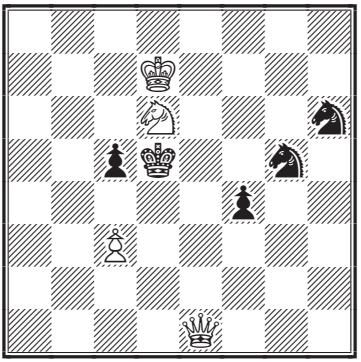

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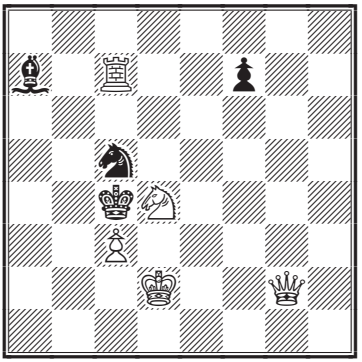

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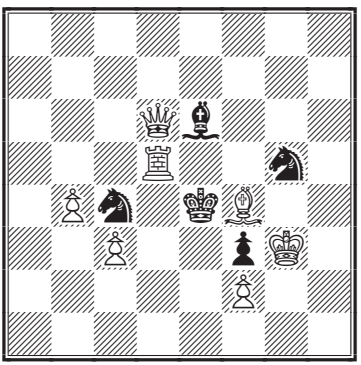

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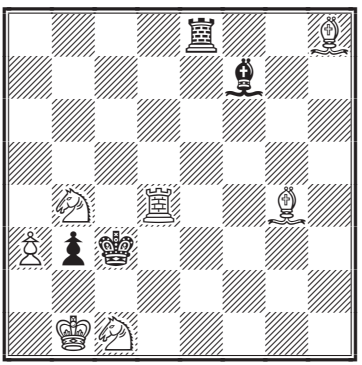

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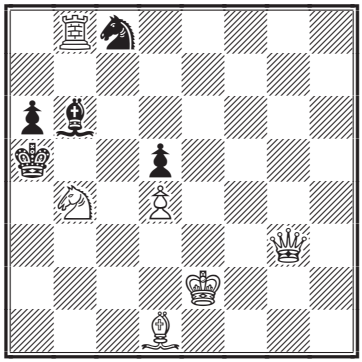

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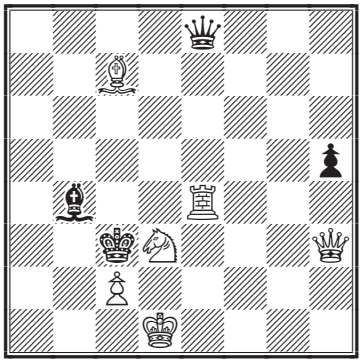

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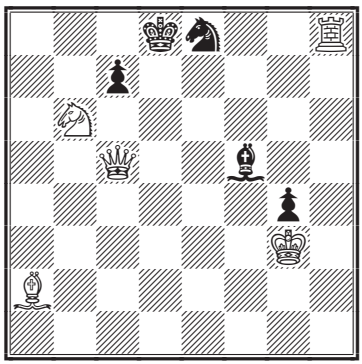

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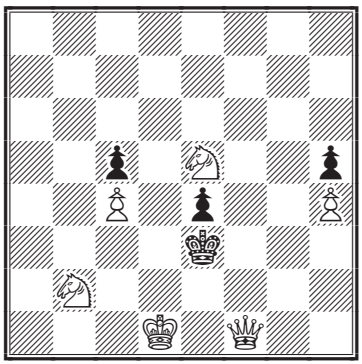

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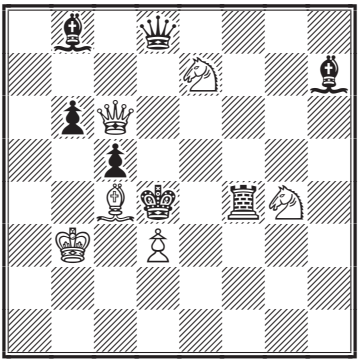

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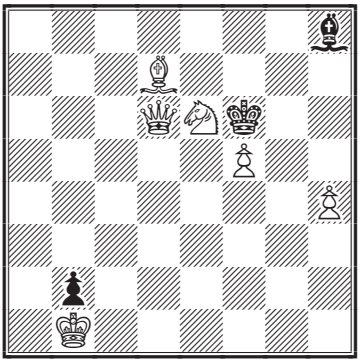

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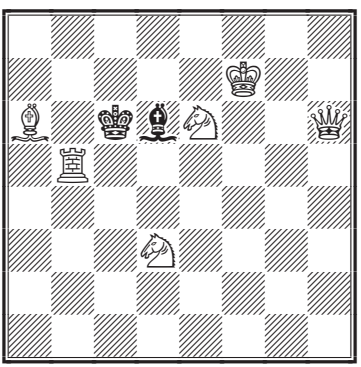

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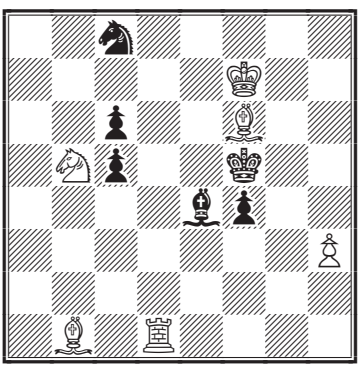

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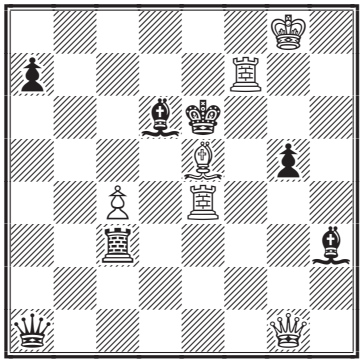

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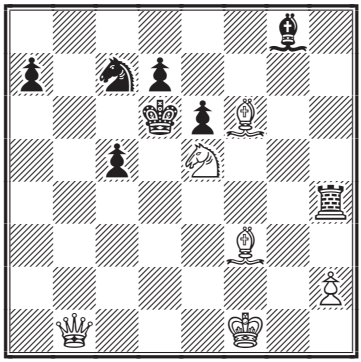
37.



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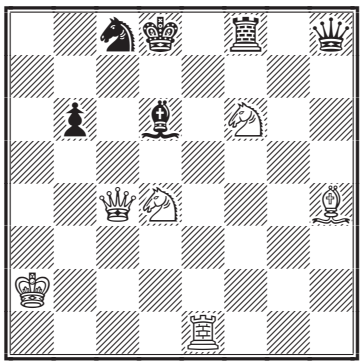

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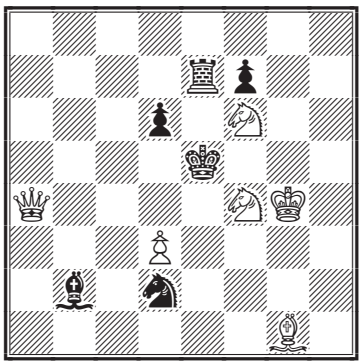

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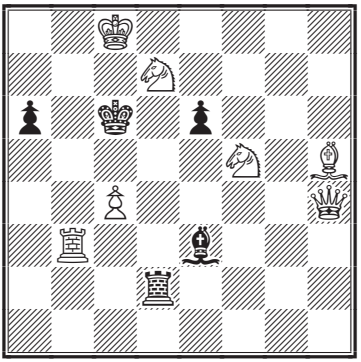

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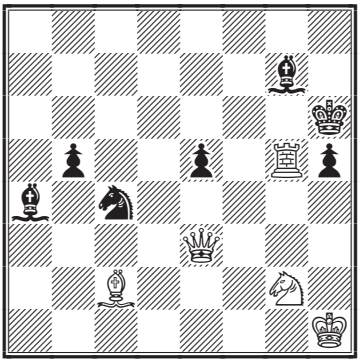

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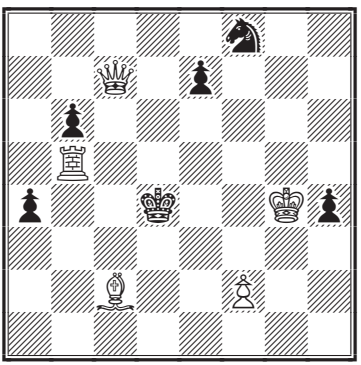

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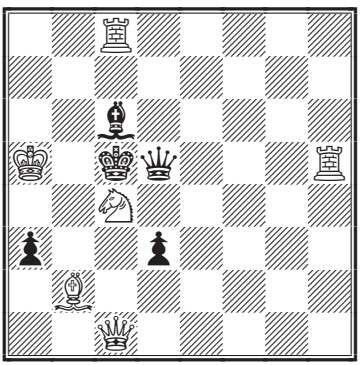

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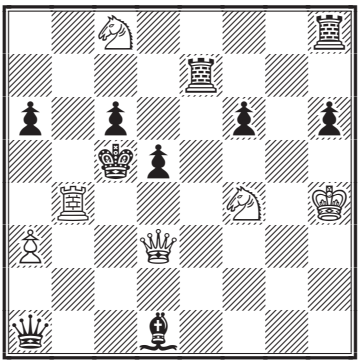

PROBLEMS IN THREE MOVES

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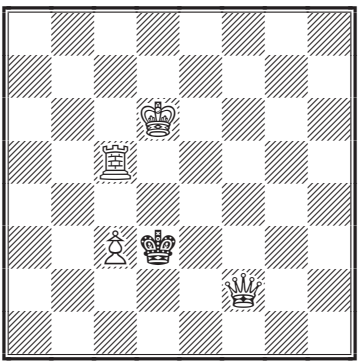

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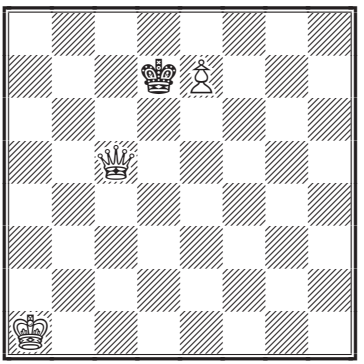

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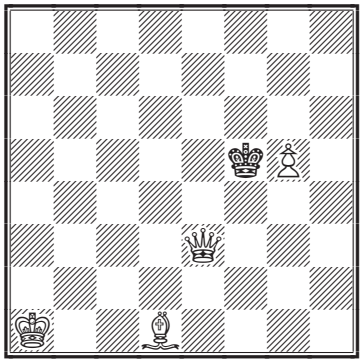

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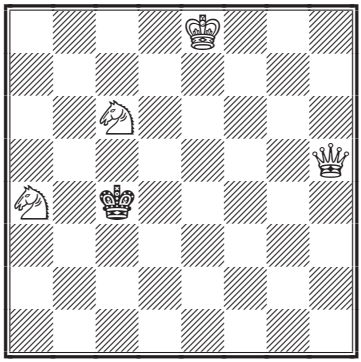

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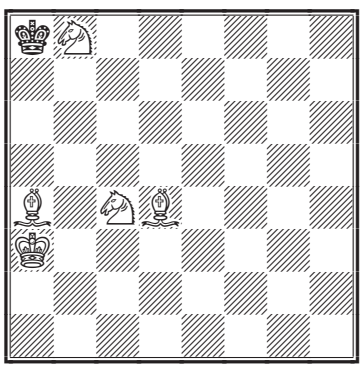

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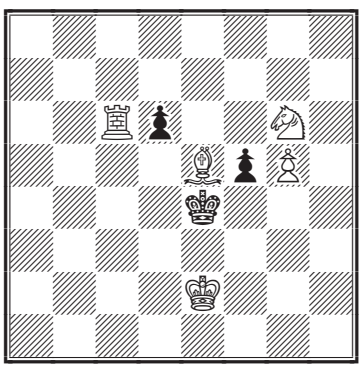

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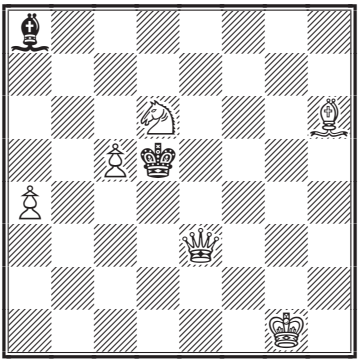

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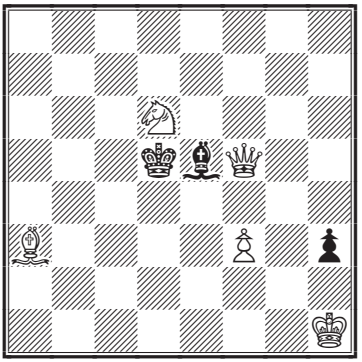

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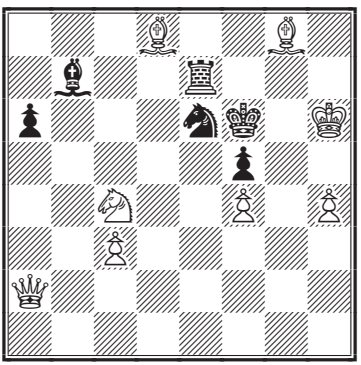

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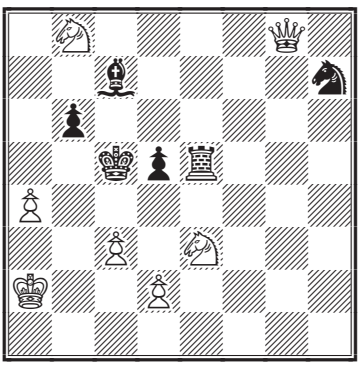

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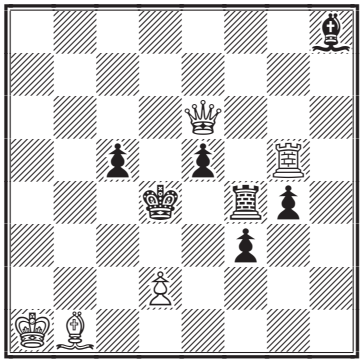

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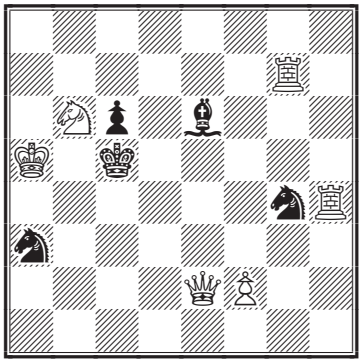

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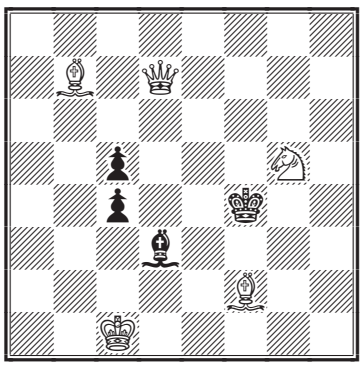

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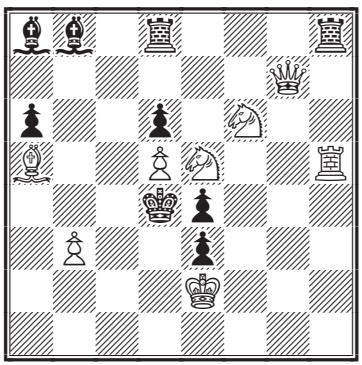

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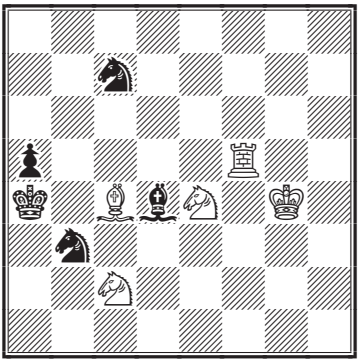

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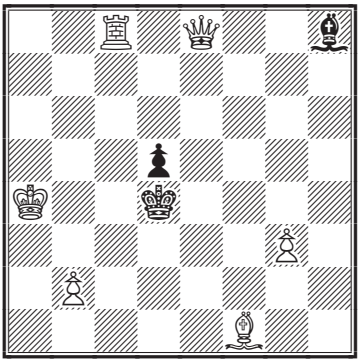

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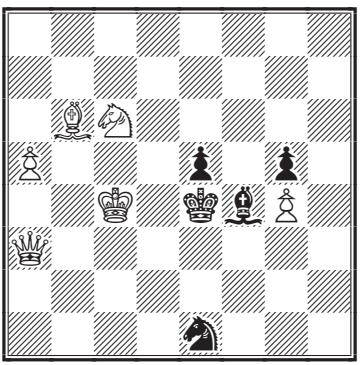

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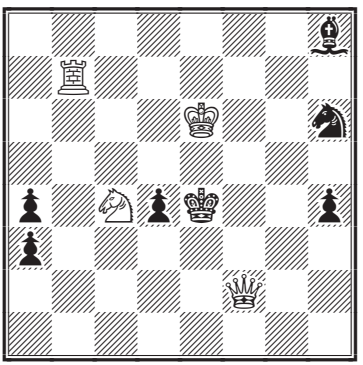

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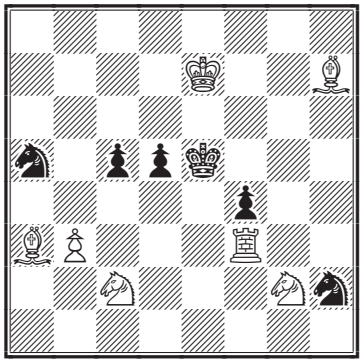

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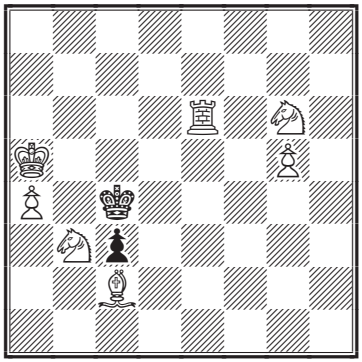

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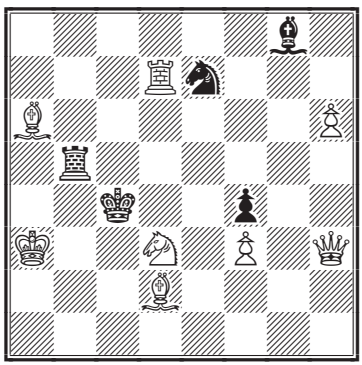

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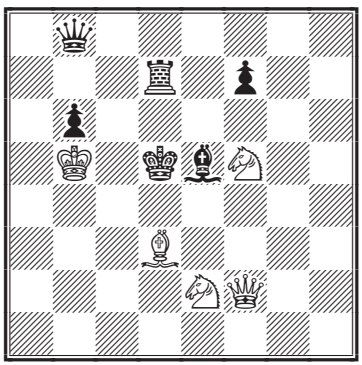

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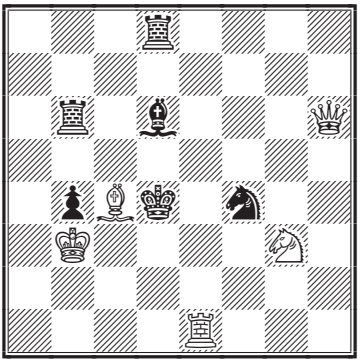

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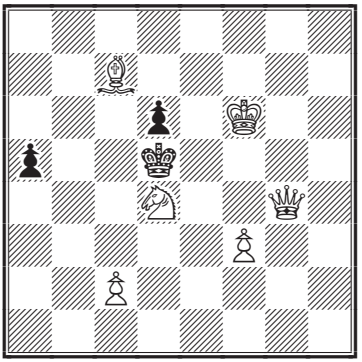

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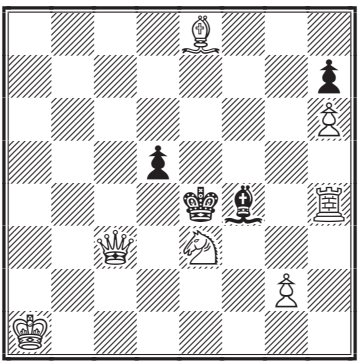

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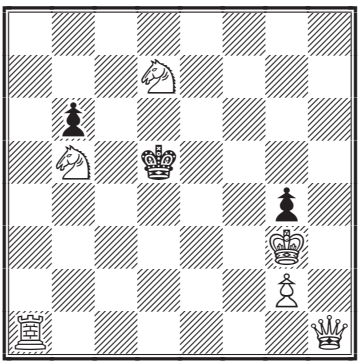

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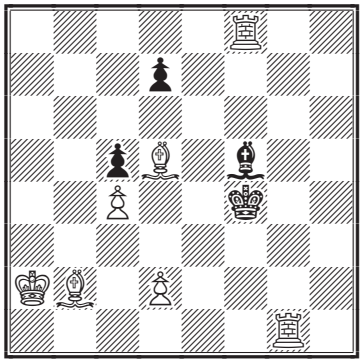

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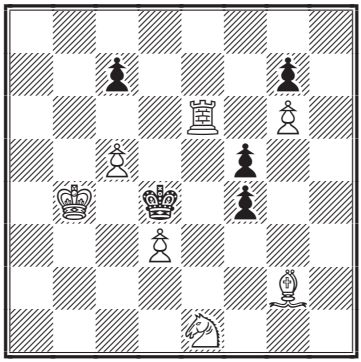

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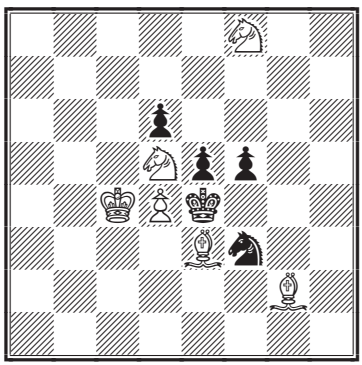

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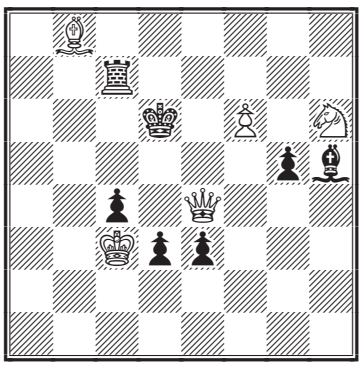

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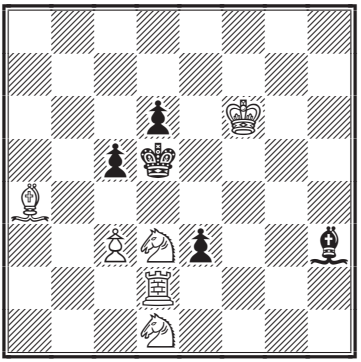

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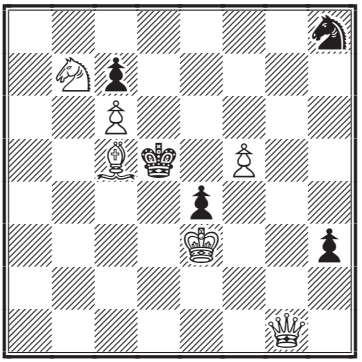

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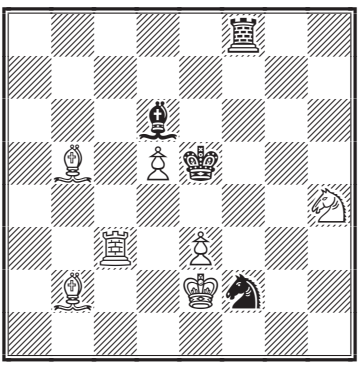

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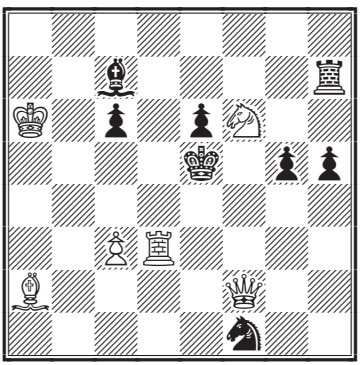

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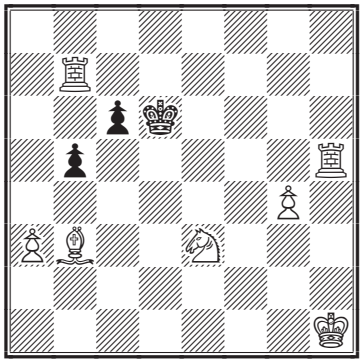

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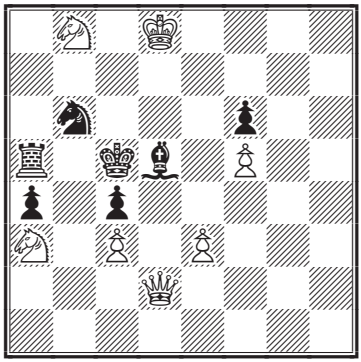

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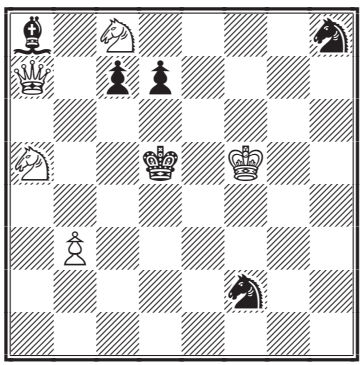

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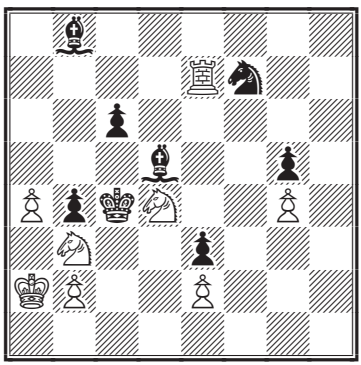

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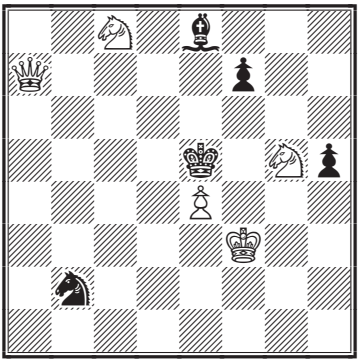

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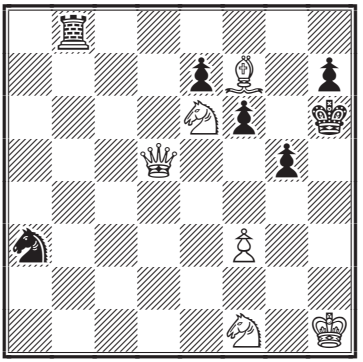

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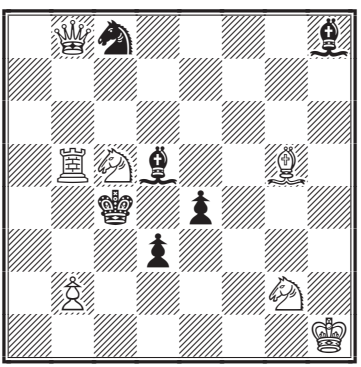

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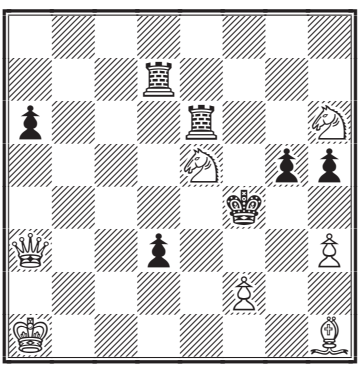

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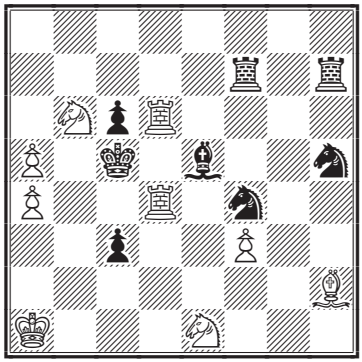

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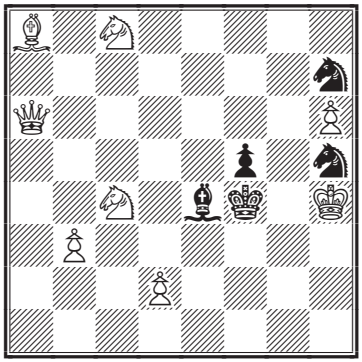

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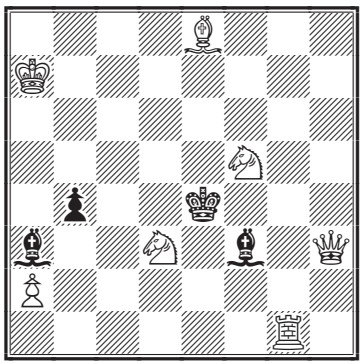

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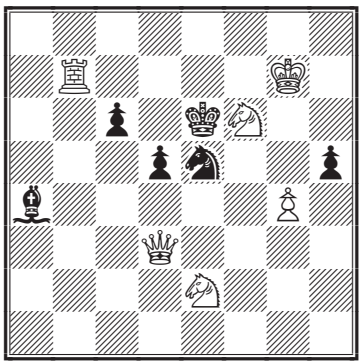

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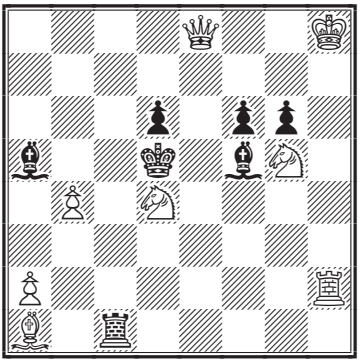

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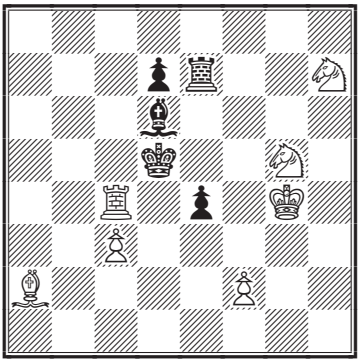

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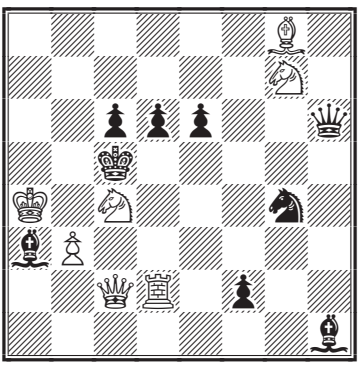

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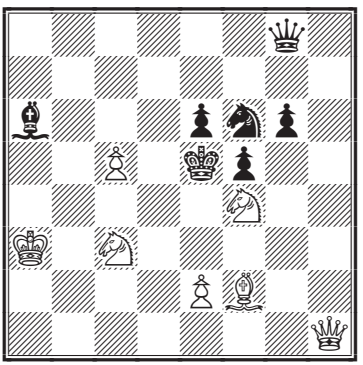

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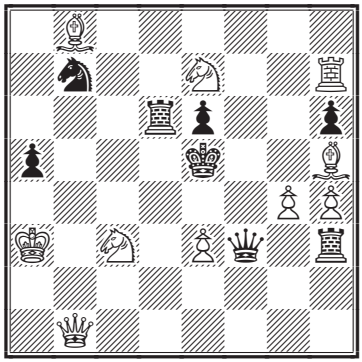

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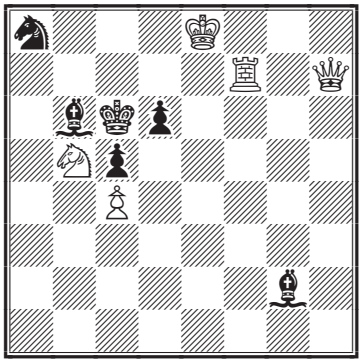

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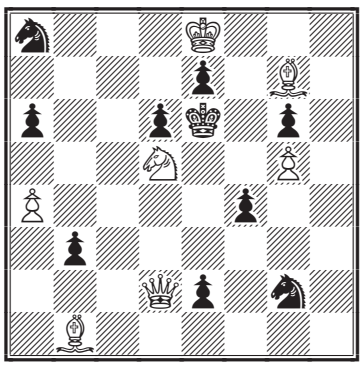

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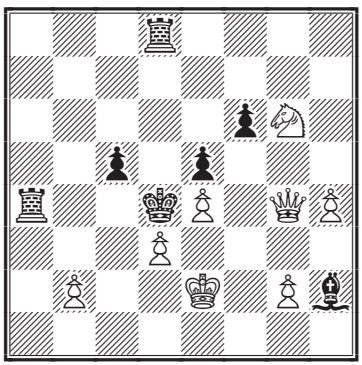

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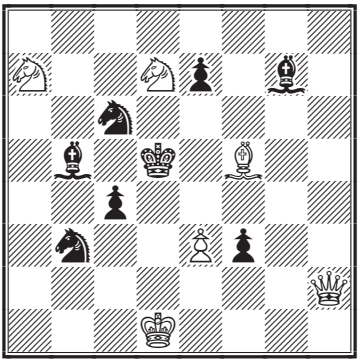

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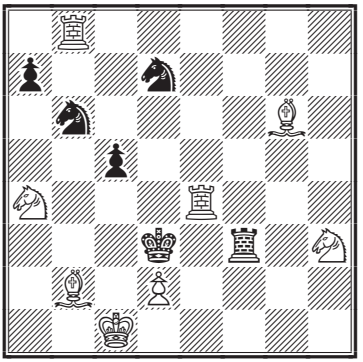

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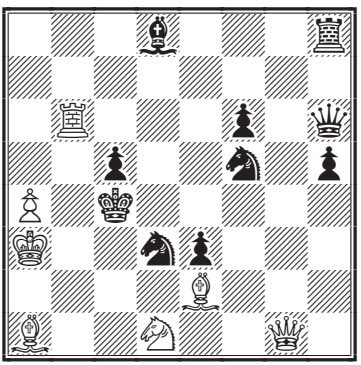

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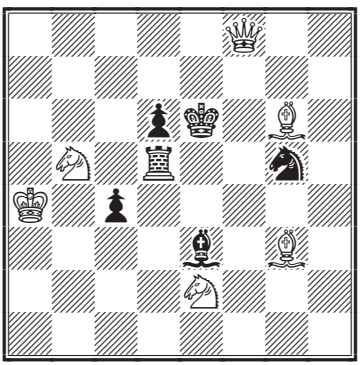

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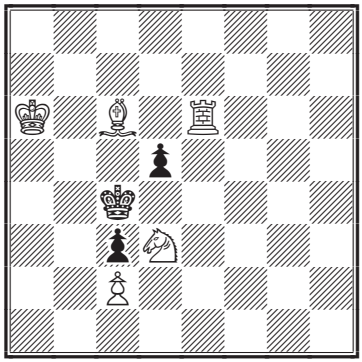

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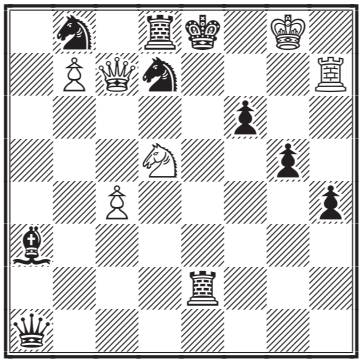

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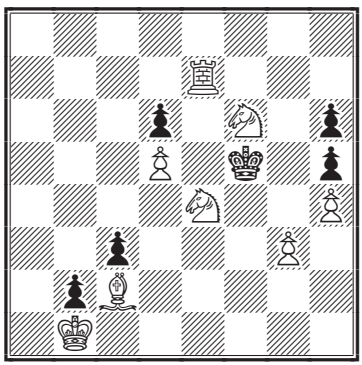

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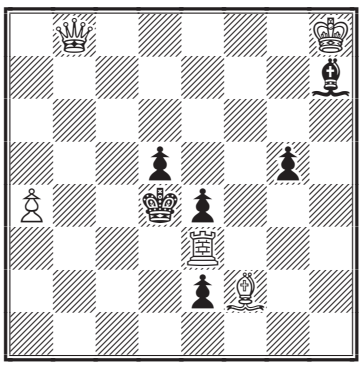

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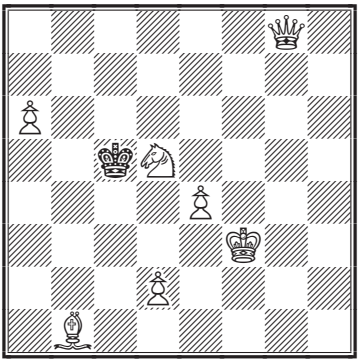

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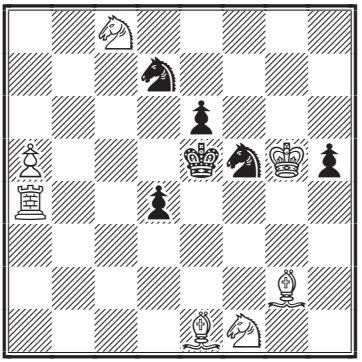

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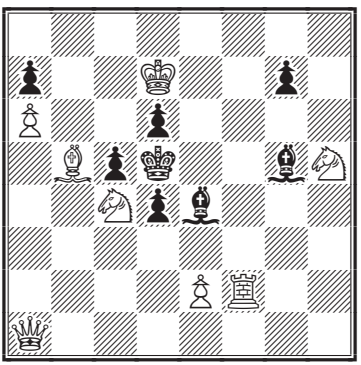

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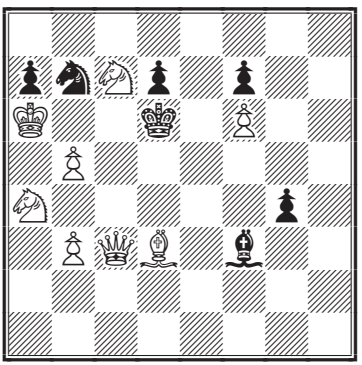

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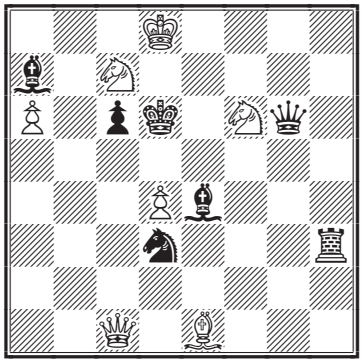

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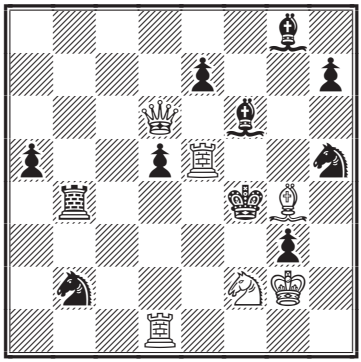

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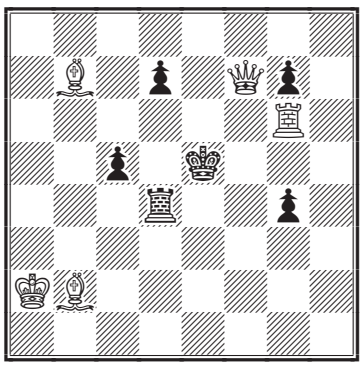

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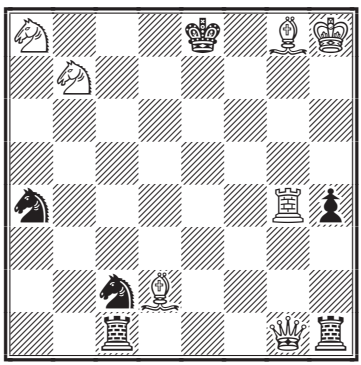

PROBLEMS IN FOUR MOVES

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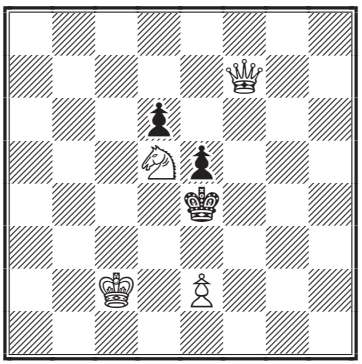

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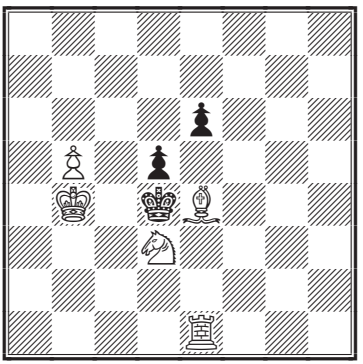

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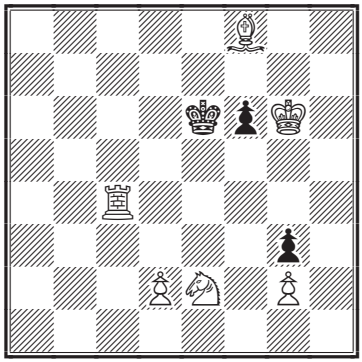

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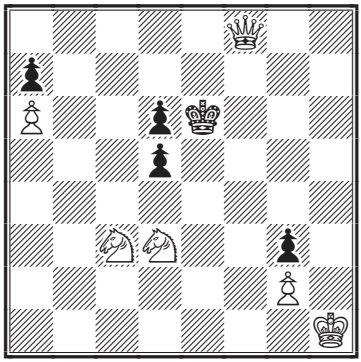

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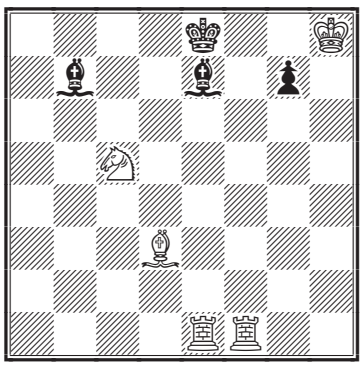

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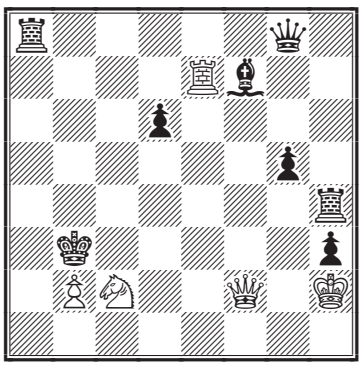

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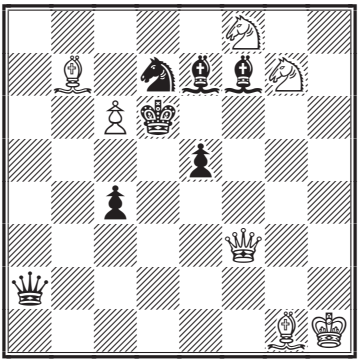

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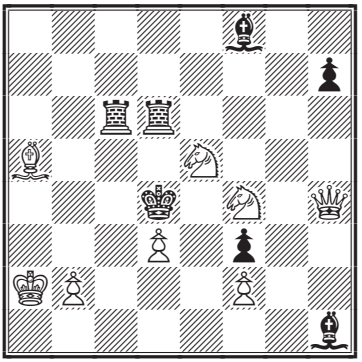

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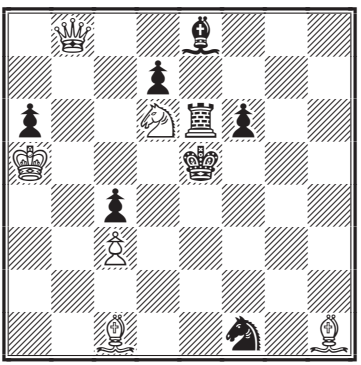

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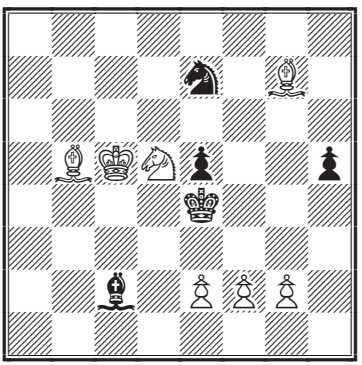

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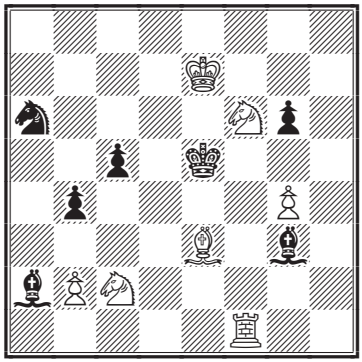

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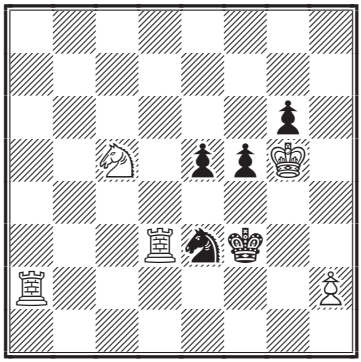

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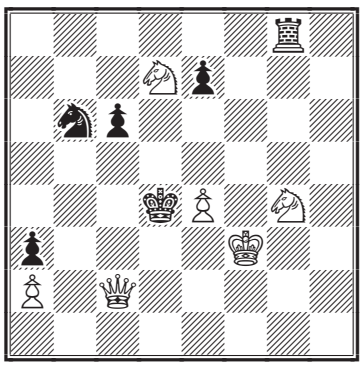

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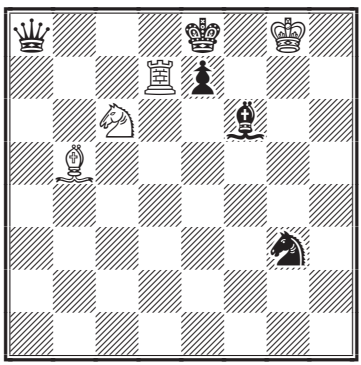

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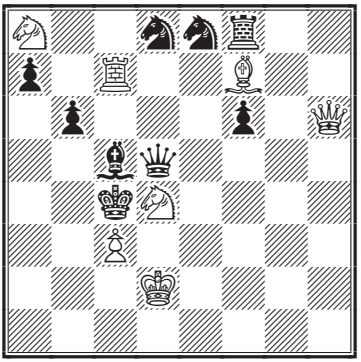

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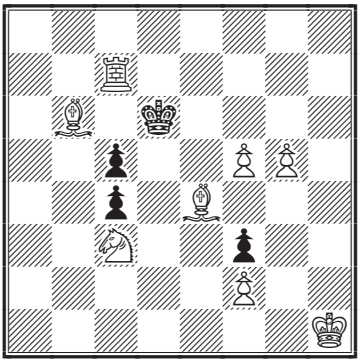

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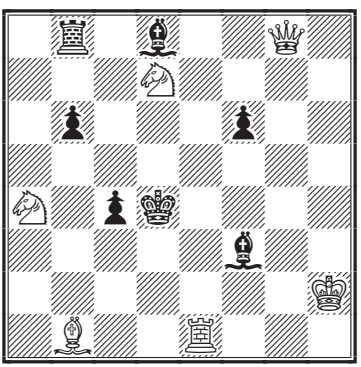

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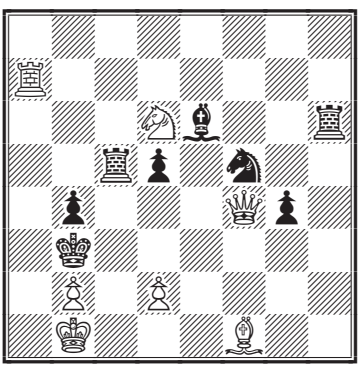

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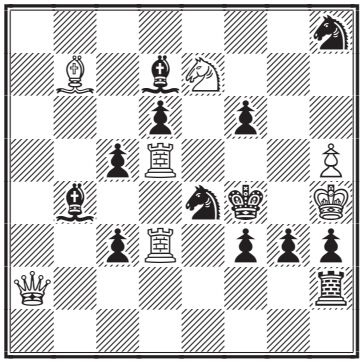

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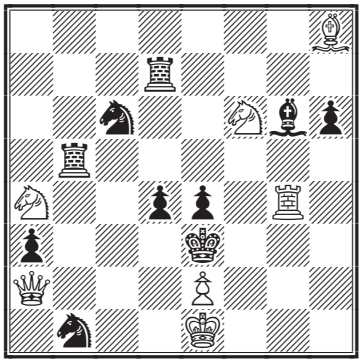

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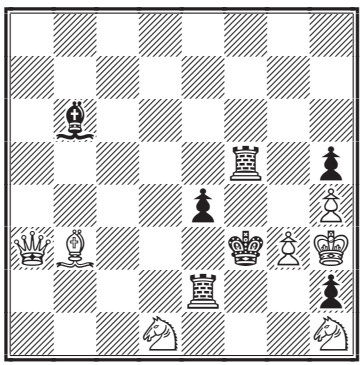

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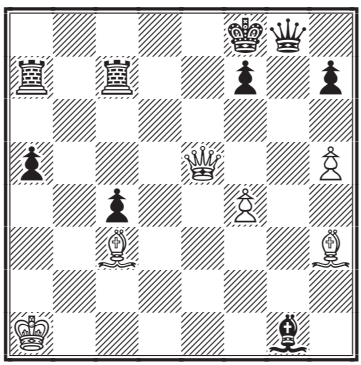

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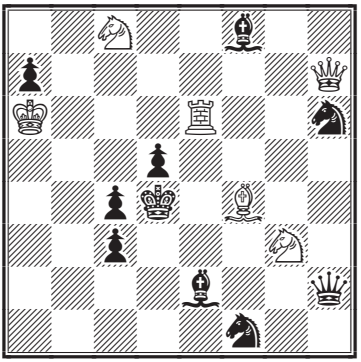

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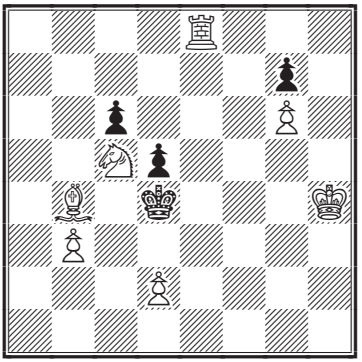

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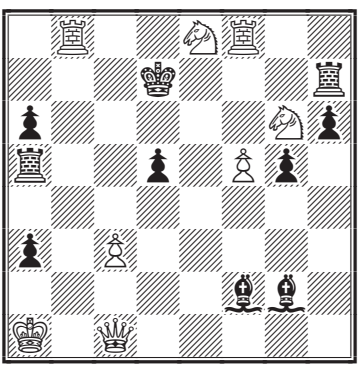

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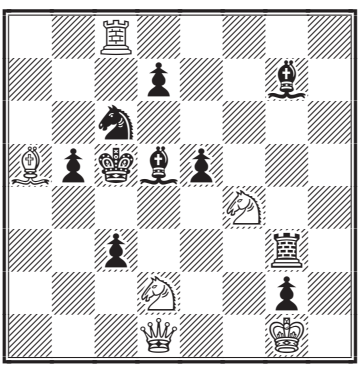

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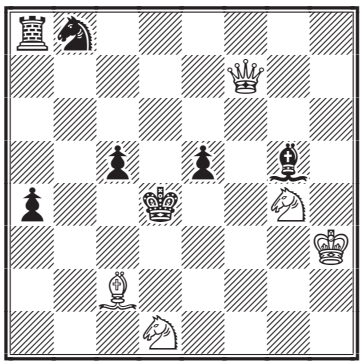

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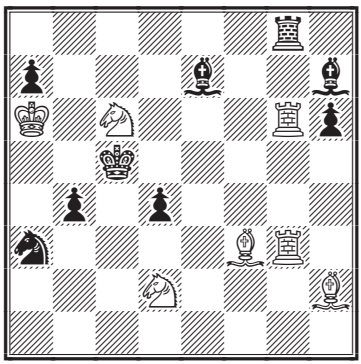

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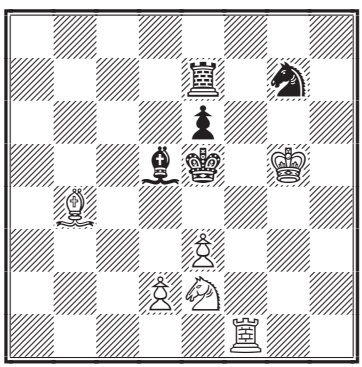

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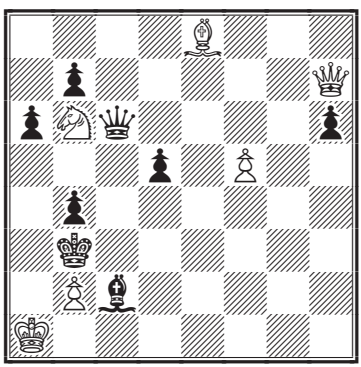

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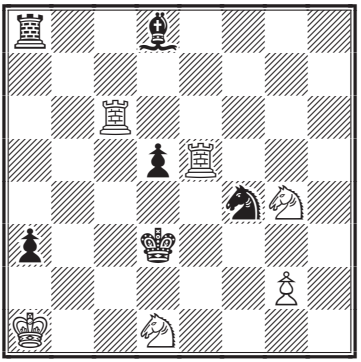

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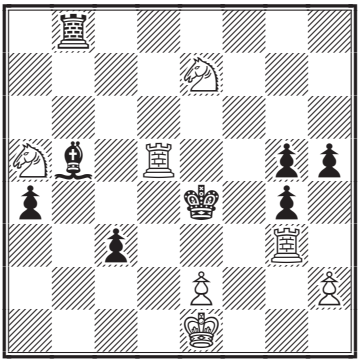

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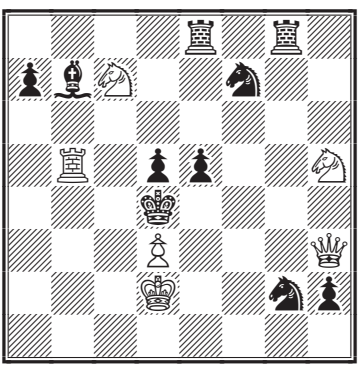

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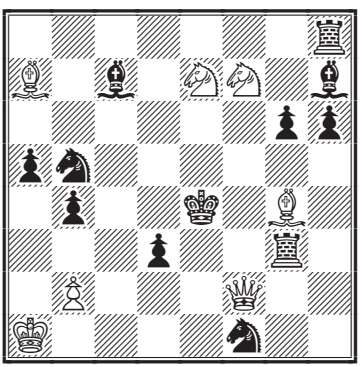

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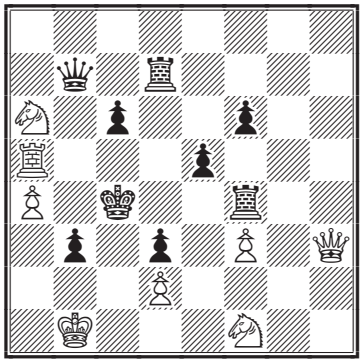

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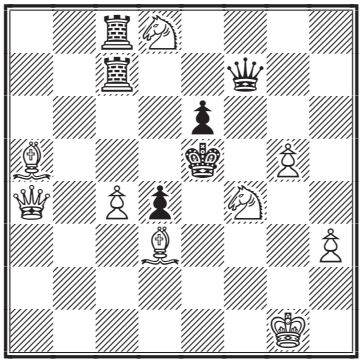

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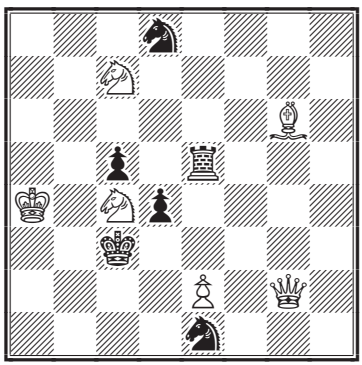

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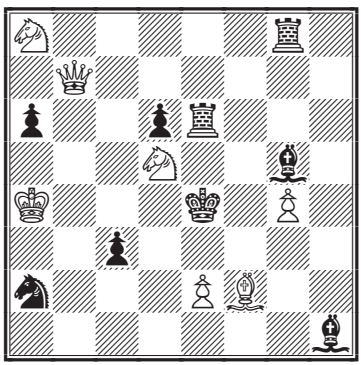

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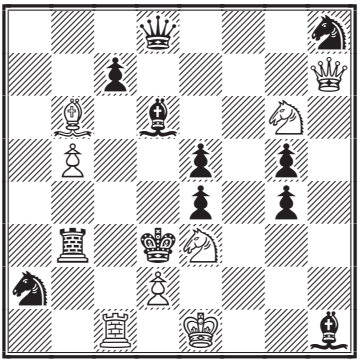

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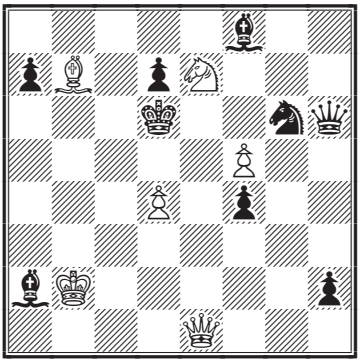

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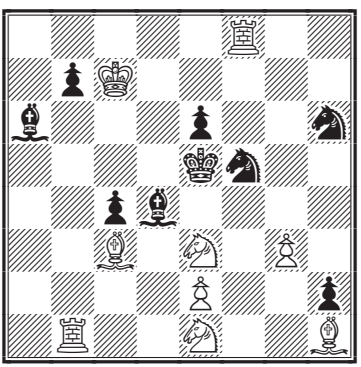

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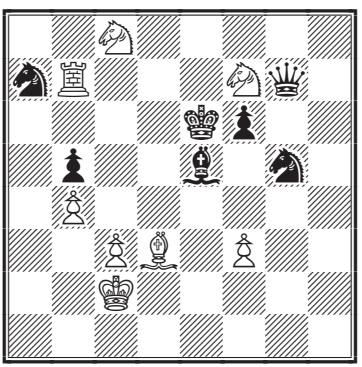

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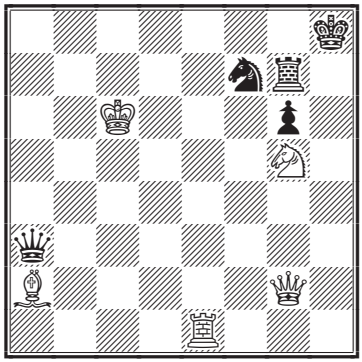

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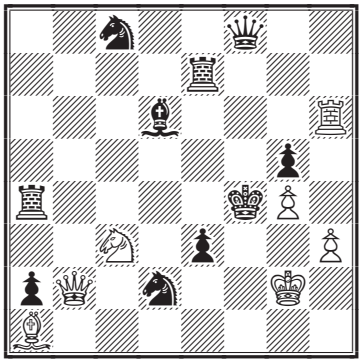

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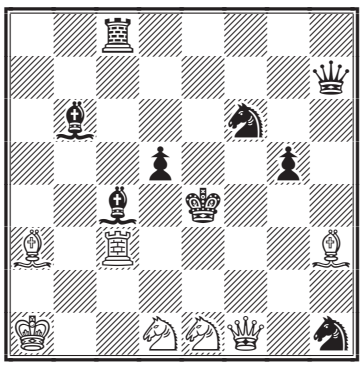

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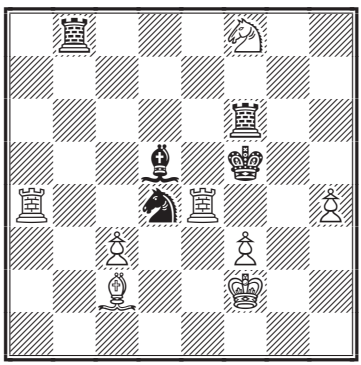

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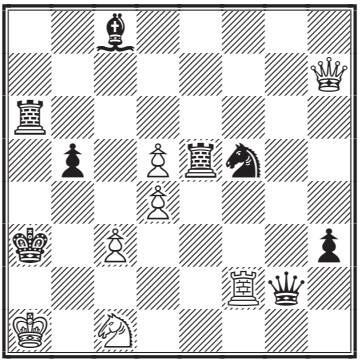

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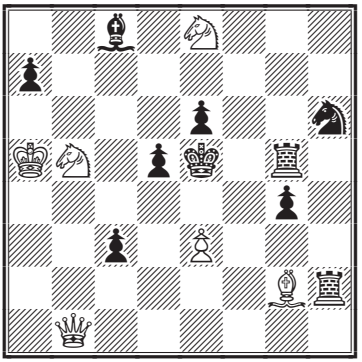

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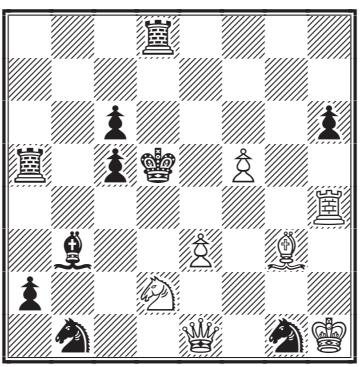

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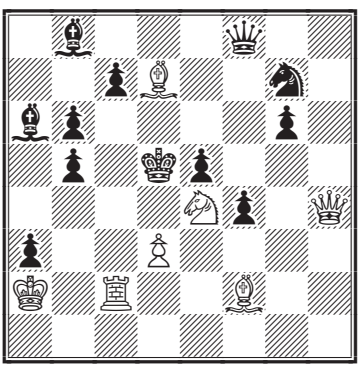
164.



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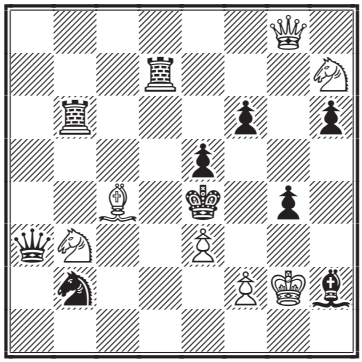

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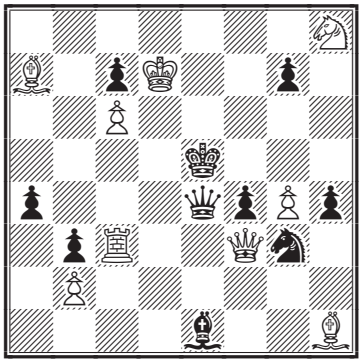

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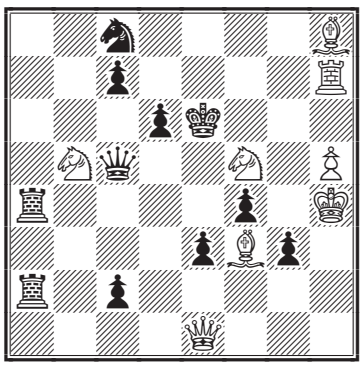

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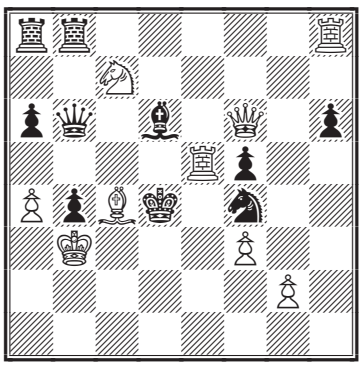

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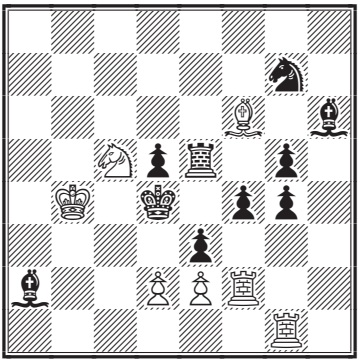

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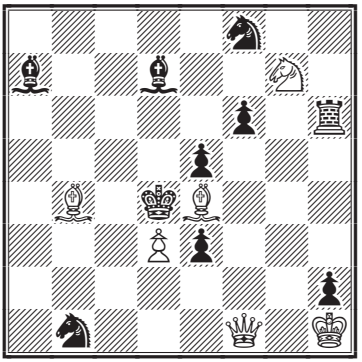

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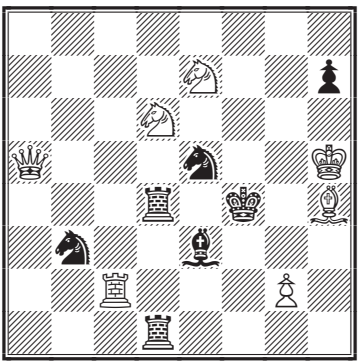

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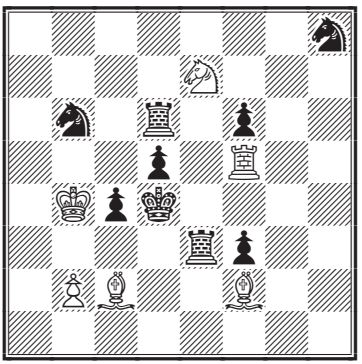

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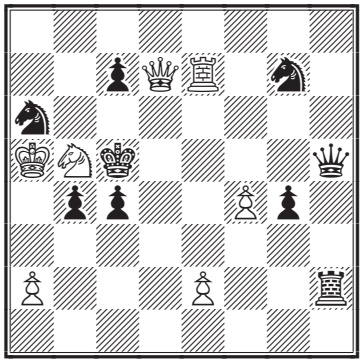

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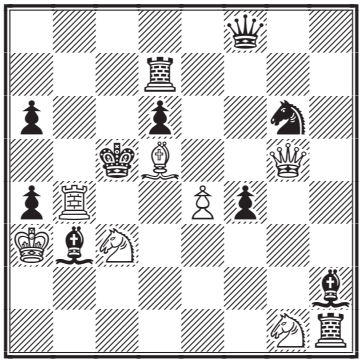

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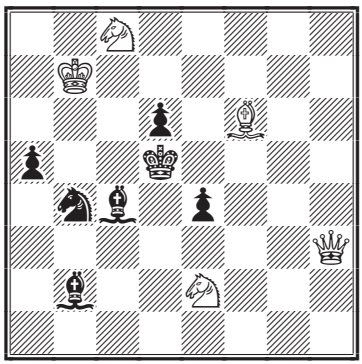

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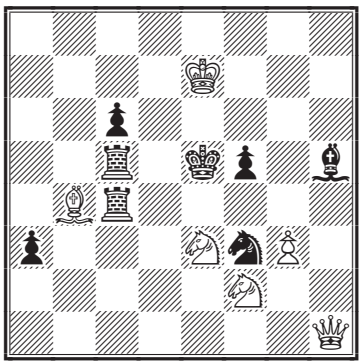

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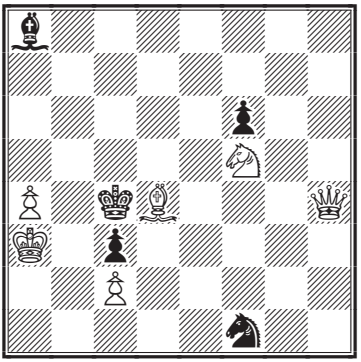

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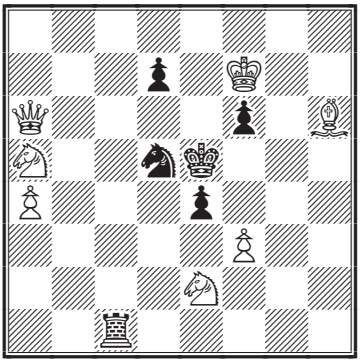

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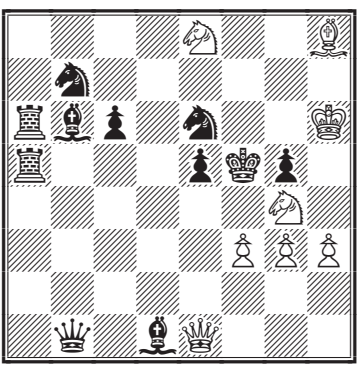

PROBLEMS IN FIVE MOVES

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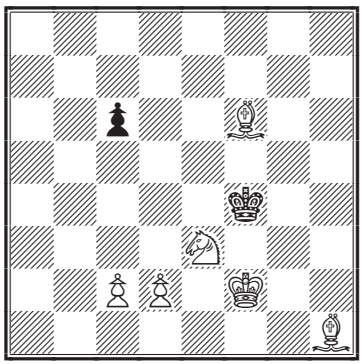

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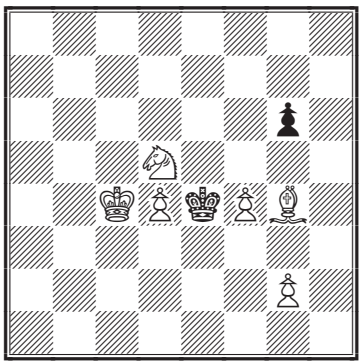

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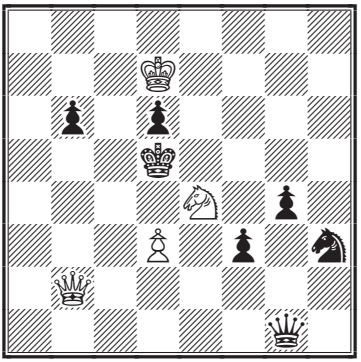

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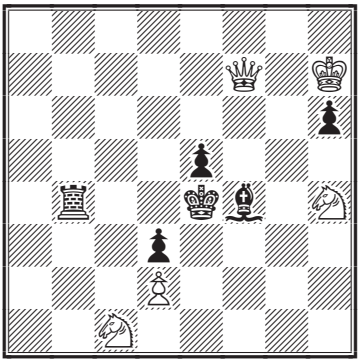

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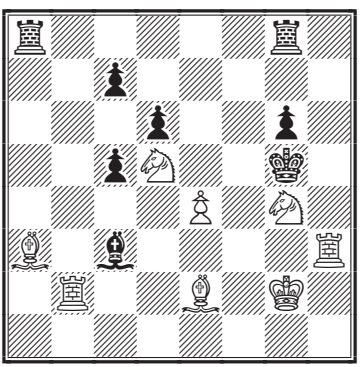

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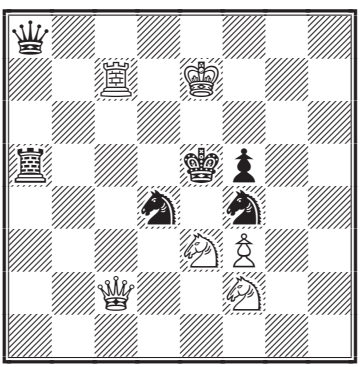

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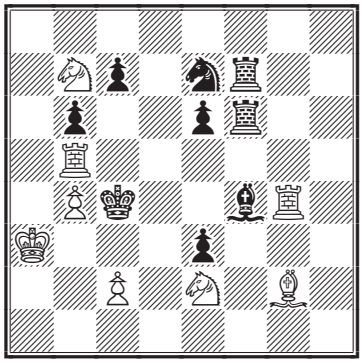

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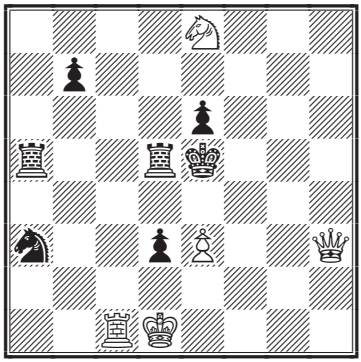

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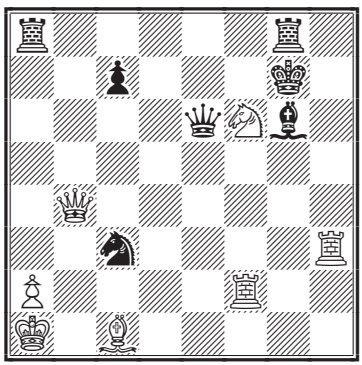

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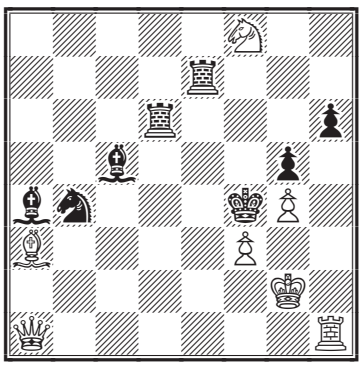

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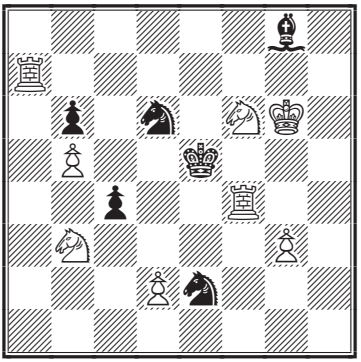

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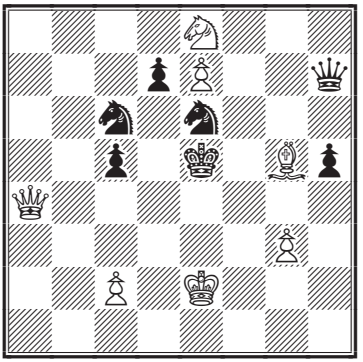

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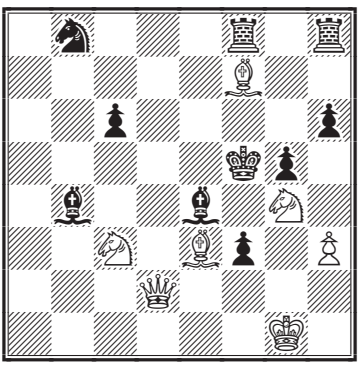

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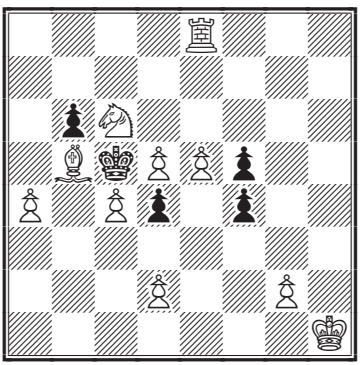

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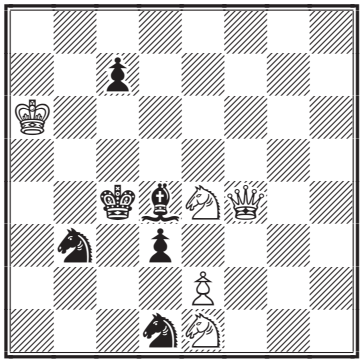

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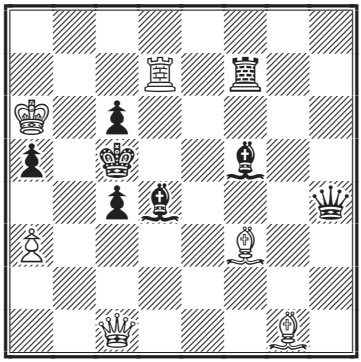

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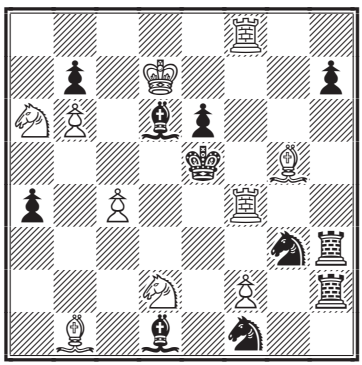

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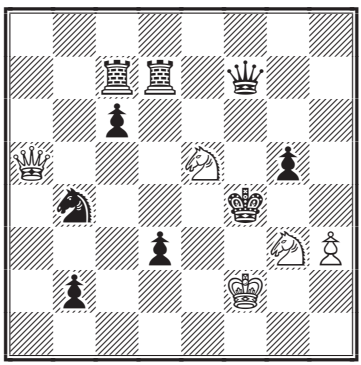

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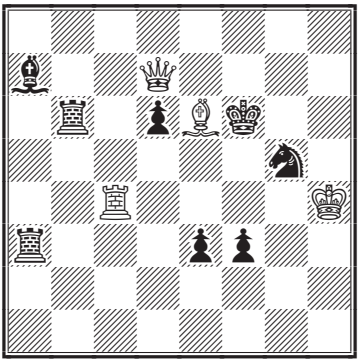

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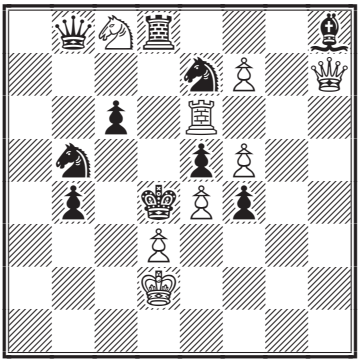

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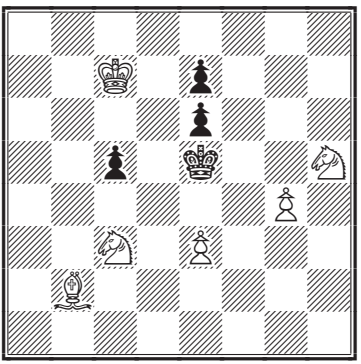

SOLUTIONS TO PROBLEMS

1.	1. Qc6, Sb6	2. Re5, ~	3. Q ‡	
2.	1. Q×d1, Sc6	2. Bc4†, Kc5	3. Qb3	4. ‡
	1. … d3	2. Qb3†, Sc4	3. B×c4†, K~	4. Q ‡
	1. … R×f6	2. Qb3†, Sc4	3. B×c4†, K~	4. Q ‡
3.	1. Rd8, Bg1	2. Rb8, ~	3. Sc7†, R×c7	4. Ra5‡
	1. … Rd7	2. R×d7, Bb8	3. Rb7, ~	4. R ‡
4.	1. Qg5, g×f3	2. d5†, Ke5	3. Qg3†, Ke4	4. d6‡
	1. … Bd8	2. Q×d8, Rg7†	3. S×g7†, S×g7	4. Q ‡
5.	1. Se6, f×e6	2. Be5, d×e5	3. Q×c5, ~	4. Qf8‡
6.	1. Qd8, Se6	2. Qf6, B×f6	3. Rf5, ~	4. S/R ‡
		2. … Bf4	3. R×f4†, ~	4. Q/S ‡
		2. … Kd5	3. Se7†, Ke4	4. Q ‡
	1. … Rf4	2. Sc5†, Kf5	3. Qh4, ~	4. ‡
7.	1. Qc8, Ra7	2. Qg4, ~	3. S ‡	
	1. … Sc7	2. Qb7, ~	3. Q ‡	
8.	1. Re7, R×b8	2. Se3, B×e3	3. Se5, ~	4. R/S ‡
		2. … Rg8	3. Re4†, S×e4	4. Sd5‡
	1. … f5	2. Se3, B×e3	3. Sh8, ~	4. Sg6‡
		2. … Be5	3. R×e5, ~	4. S ‡
9.	1. Bf3, K×f5	2. Qh2, ~	3. Q/P ‡	
	1. … ~	2. Qe2†/Qe3†, ~	3. Q/B ‡	

10. 1. Rg3†, Kc5 2. Rg6, Re1 3. Rc7†, Kd6 4. Se8‡
3. … S×c7 4. Sd7‡
2. … ~ 3. R×d5†, R×d5/B×d5 4. S ‡

11. 1. Qf4, Bb2 2. Sd6, Bd4 3. Se4, ~ 4. Rc5†, B×c5 5. S ‡
2. … Rhf3 3. Rc5†, K×c5 4. Qc4†, Kb6 5. Qb5‡
2. … Rh4 3. Q×e3, Rd4 4. Sc8, ~ 5. Q/R/S ‡
3. … Bd4 4. Qf3†, ~ 5. Q/S ‡

12. 1. Rh1, Be8 2. Qb1, ~ 3. Q ‡

13. 1. Be3†, e5 2. Qd1, ~ 3. Q/S ‡
1. … K×e4 2. Qg4†, K~ 3. Q×d4/Q×e6 ‡

14. 1. Sh3, Sd3 2. Sf4†, S×f4 3. Qa1, ~ 4. Q/P ‡
1. … Be4 2. Qa1, Bd3 3. c4†, B×c4 4. Sf4‡
1. … Se4 2. Q×h1, Ke5 3. Q×e4†, Kf6 4. Q×e6‡
2. … c4 3. Q×e4†, Kc5 4. Qd4‡
[*1. Qd2†*]

15. 1. Qa7, Sf5 2. Sg4†, Ke4 3. Qa8, R~ 4. Q/S ‡
1. … R×b7 2. S×f3†, Ke6 3. Sg5†, K~ 4. Q ‡
1. … S×b7 2. Qd4†, Ke6 3. Qd7†, Ke5 4. Q ‡
1. … Ke4 2. S×d6†, e×d6 3. Re8†, Be5/Re5
4. Qd4‡
1. … Bf6 2. Sg4†, Ke4 3. Rd4†, B×d4 4. Q×d4‡
1. … Rd5 2. Qc5, R×c5 &c.
2. … e6 &c.
2. … K~
[*1. Qa6*]

16. 1. Qc1, Ba5 2. Rd4, e×d4 3. Qg5, R×g5 4. Nf4, ~ 5. S ‡
[*3. … Sf6!*]

17. 1. Bf6, R×f6 2. Sf2†, Kd4 3. Qc1, Ke5 4. Qc7†, K~ 5. Q/S ‡
3. … ~ 4. Qe3†, K×e3 5. Sc2‡
[*1. R×f4†*]

Solutions to two-move problems

18. 1. Rd8, Kd3 2. Sc5‡

19. 1. Be5, K~ 2. Q ‡

20. 1. Rd7, ~ 2. Qb7‡

21. 1. Qf7, K×d4 2. Qf4‡
1. … ~ 2. Rg4‡

22. 1. Rh3, ~ 2. Q/R ‡

23. 1. Ree5, ~ 2. R(×)d4/Rd2 ‡

24. 1. Qa1, c4 2. Qa5‡
1. … ~ 2. c4‡

25. 1. Qa8, ~ 2. Q ‡

26. 1. Qa6, ~ 2. Q/R ‡
27. 1. Be6, ~ 2. R/S ‡
28. 1. Qc7, ~ 2. Q/S ‡
29. 1. Qc8, ~ 2. B ‡
30. 1. Be6, ~ 2. Q ‡
[*1. Qc6*]
31. 1. Qf6, Kd4 2. Sg4‡
[*1. Qg1†*]
32. 1. Qf3, ~ 2. Q/S ‡
33. 1. Bc8, ~ 2. Q/S ‡
34. 1. Qd2, ~ 2. S ‡
35. 1. Rd3, ~ 2. R/S/B ‡
36. 1. Qc5, ~ 2. ‡
[*1. Qd4*]
37. 1. Qh7, ~ 2. Q/S ‡
38. 1. Re7, ~ 2. S/R ‡
39. 1. Qe8, ~ 2. Q/S ‡
40. 1. Qd4, R×d4 2. Rb6‡
1. … B×d4 2. Bf3‡
41. 1. Qa7, ~ 2. Q/R ‡
42. 1. Be4, ~ 2. Q/R ‡
43. 1. Qh1, ~ 2. Q ‡
44. 1. Qh7, ~ 2. Q/S ‡

Solutions to Three-Move Problems

45. 1. Kd7, Ke4 2. Rd5, K×d5 3. Qd4‡
46. 1. Ka2, Ke8 2. Qe5, K~ 3. e8Q‡
1. … Ke6 2. e8Q†, Kf6 3. Qe5‡
[*1. Kb1 1. Kb2*]
47. 1. Bf3, Kg6 2. Qe7, Kf5 3. Qf6‡
48. 1. Qd1, Kb5 2. Qd4, K~ 3. Q ‡
49. 1. Sd7, Kb7 2. Bb6, Ka8 3. Bc6‡
2. … K~ 3. S ‡
50. 1. Sf4, K×e5 2. Ke3, d5 3. Re6‡
1. … d5 2. Re6, d4 3. Bd6‡
51. 1. Bf8, Kc6 2. Qe6, Kc7 3. Qc8‡
2. … K×c5 3. Sb5/f5‡
1. … B~ 2. Qe4†, K×c5 3. Sc8‡
52. 1. Bb4, h2 2. Qh7, ~ 3. Q ‡
1. … Kc6 2. Qc8†, &c.
53. 1. Q×a6, Bc6 2. Sb6, ~ 3. S ‡
1. … Bd5 2. Qd6, &c.

54.	1. Qe6, R×e6	2. d4†, Kd6	3. Sf5‡
	[*1. Qc8*]		
55.	1. Rf5, R×f5	2. Be4, ~	3. Q ‡
	1. … Re4	2. Rf7, ~	3. Q/R ‡
56.	1. Rd7, B×d7	2. Qe7†, Kd4	3. Qe3‡
	1. … Sc4†	2. Q×c4†, B×c4	3. Sa4‡
57.	1. Be4, B×e4	2. Be3†, K~	3. Q ‡
	1. … K×g5	2. Qf5†, Kh6	3. Qg6‡
58.	1. Qg4, B×d5	2. Qe6, ~	3. Q/S ‡
	1. … d×e5	2. Q×e4†, Kc5	3. Qb4‡
	1. … Kc5	2. Q×e4, ~	3. Q ‡
59.	1. Bb5†, S×b5	2. Rf4, ~	3. S ‡
60.	1. Qf8 ,Be5	2. Re8, ~	3. Q ‡
	1. … Ke5	2. Re8†, Kd4	3. Qb4‡
61.	1. Sa7, Bd2	2. Qf8, Bf4	3. Qa8‡
62.	1. Rb4, a2	2. Qe3†, d×e3	3. Se5‡
	1. … Kd3	2. Kd5, ~	3. Qd2‡
63.	1. Sd4, Sg4	2. Re3†, K×d4	3. B/S ‡
	1. … c4	2. R×f4, ~	3. ‡
64.	1. Re7, Kd5	2. Rd7†, K~	3. S ‡
65.	1. Bb4, Bd5	2. Qe6, ~	3. Q/S ‡
	1. … Sd5	2. Qf5, &c.	
66.	1. Qe1, Ke6	2. Sf4†, Kf6	3. Qh4‡
	1. … Qe8	2. Sf4†, B×f4	3. Bc4‡
	1. … Qc8	2. Sf4†, B×f4	3. Qe4‡
67.	1. Re5, Rf8	2. Qh1, ~	3. Q ‡
68.	1. Qc8, K×d4	2. Bb6†, Kd5	3. c4‡
	1. … Kc5	2. B×d6†, K~	3. Q/B ‡
	[*1. Qe4†*]		
69.	1. Bb5, d4	2. Qb4, K~	3. Q ‡
70.	1. Ra8, Ke6/Kc6		
		2. Qh5, K~	3. Q ‡
	1. … Ke4/Kc4	2. Qd1, K~	3. Q/R ‡
71.	1. Bh8, d6	2. Rg7, Ke5	3. Rg4‡
72.	1. Sf3†, Kd5	2. Rc6, K×c6	3. Se5‡
	1. … K×d3	2. Kb3, c6	3. Bf1‡
73.	1. Bf4, e×f4	2. Kc3, K×d5	3. B×f3‡
	1. … e×d4	2. Se6, d3	3. S ‡
74.	1. Q×c4, Ke5	2. Qc6, ~	3. B×c7‡
	1. … Kd7	2. Q×c7†, K~	3. Q ‡
75.	1. S3f2†, Kc4	2. Rd3, e×f2	3. Sb2‡

76.	1. Qf1, K×c6	2. Qa6†, K~	3. Qe6‡
	1. … Ke5	2. Bd4†, Kd5	3. Qb5‡
	1. … Sf7/Sg6/h2		
		2. Qb5, ~	3. Bd4‡
77.	1. Rc5†, Ke4	2. Bc6, ~	3. R/B ‡
78.	1. Rd6, K×d6	2. Qc5†, K×c5	3. Se4‡
	1. … B×d6	2. Qd4†, Kf5	3. Bb1‡
79.	1. Rc5, K×c5	2. Sf5, b4	3. a×b4‡
80.	1. Qd1, Kd6	2. Qd4, ~	3. Q/S ‡
	1. … ~	2. Qd4†, Kd6	3. S ‡
		2. … ~	3. Q/S ‡
81.	1. Sc6, B×c6	2. S8e7†, Kd6	3. Qa3‡
	1. … d×c6	2. Qa4, ~	3. Q ‡
	1. … K×c6	2. Qa6†, K~	3. Qc4‡
82.	1. Sf5, Bf4	2. Re5, ~	3. R/S ‡
83.	1. Se6, Bc6/Kf6		
		2. Qd4†, K~	3. Q ‡
	1. … Sc4	2. Qc5†, K~	3. Q ‡
	1. … f5	2. Qg7†, K×e6	3. Qe7‡
84.	1. Qa8, R×a8	2. Se3, ~	3. S ‡
85.	1. Se3†, Kd4	2. Qa8, ~	3. Q/S ‡
	[*1. Rb4†*]		
86.	1. Qe7, K×e5	2. Shf7†, K~	3. Q
	1. … R×h6	2. Sg6†, ~	3. Q/B ‡
87.	1. Re6, B×d4	2. Sd3†, S×d3	3. Bd6‡
	1. … S×e6	2. B×e5, ~	3. R/S ‡
	[*1. … c2!*]		
88.	1. Se5, Sf8/Sg3		
		2. Qd3, ~	3. Q/S ‡
	1. … B×a8	2. Qe2, ~	3. Q/S ‡
89.	1. Rg2, ~	2. Q×f3†, ~	3. R ‡
	[*1. … Bg4!*]		
90.	1. Qe4, h×g4	2. Rd7, ~	3. S† ‡
	1. … d×e4	2. Sf4†, Kd6	3. S×e4‡
	1. … Kd6	2. Se8†, K~	3, Q/S ‡
	[*1. Sf4†!*]		
91.	1. Sc2, R×c2	2. Rd2†, ~	3. Q/R ‡
	1. … B×b4/Bb6		
		2. Qb5†, Bc5	3. S ‡
92.	1. Rc8†, Ke5	2. Re8, ~	3. S/P ‡
93.	1. Qh7, Q×d2	2. S×e6†, Kd5	3. Q×h1‡
	1. … ~	2. S×e6†, Q×e6	3. Qa7‡
94.	1. Qh8, K×f4	2. Qh2†, K~	3. Qh4‡
	1. … ~	2. S×g6†, Q×g6	3. Qb8‡

95.	1. Qf1, Sd8/Q×f1		
		2. Sg6†, Kf6	3. Se4‡
	1. … Sc5	2. Sc6†, ~	3. Q/R ‡
96.	1. Qb1, Sc7†	2. R×c7†, B×c7	3. Sa7‡
	1. … ~	2. Sa7†, B×a7	3. Q ‡
97.	1. Bd3, K×d5	2. Bb5†, K~	3. Q/B ‡
	1. … e1Q	2. Q×f4, ~	3. Q/S ‡
98.	1. Sf8, Rd6	2. Qd7, ~	3. S ‡
	1. … Ra6	2. Qg8, ~	3. Q/S ‡
99.	1. Qd6†, e×d6	2. Sc8, ~	3. S ‡
	1. … K×d6	2. S×b5†, Kd5	3. e4‡
100.	1. Rf8, R×f8	2. Bf6, ~	3. S ‡
	1. … R×h3	2. Rff4, ~	3. R ‡
101.	1. Qg6, Q×g6	2. Rd6, ~	3. B/S ‡
	1. … Kd5	2. Bf3†, Kc4	3. Qf7‡
102.	1. Sed4†, B×d4		
		2. Be5, ~	3. Q/B ‡
	1. … R×d4	2. Bf5†, Kd5	3. Q×d6‡
	[*1. Qd8*]		
103.	1. Be8, Kd4	2. Bf7, Kc4	3. Re4‡
	1. … d4	2. Ba4, Kd5	3. Bb3‡
104.	1. Qh2, Bd6/Sa6		
		2. Q×e2†, ~	3. Q/S ‡
105.	1. Re8, Kg6	2. S×h5, K~	3. S ‡
106.	1. Be1, Bf5	2. Bc3†, K~	3. Q ‡
	1. … K×e3	2. Qg3†, Kd4	3. Qc3‡
	1. … Kc5	2. Qc7†, Kd4	3. Qc3‡
107.	1. Bd3, K~	2. Qd8(†), ~	3. Q ‡
	[*1. Qd8*]		
108.	1. Se3, Sb6	2. Bc3, ~	3. R/B/S ‡
109.	1. Qh1, g6	2. Rf3, ~	3. R/S/Q ‡
	1. … B×h1	2. Rf5†, Ke4	3. Sg3‡
110.	1. Bf1, g3	2. Bg2, ~	3. Q ‡
111.	1. Qh6, c5	2. S×e4†, Kc6	3. Q×g6‡
	1. … B×d4	2. Qf8†, Ke5	3. Sd7‡
	1. … R×h6	2. Bg3†, ~	3. B/S ‡
112.	1. Rd4†, R×d4	2. Qb6, ~	3. ‡
113.	1. Bd5, c4	2. Qf8, ~	3. Q/R ‡
	1. … g3	2. Qf3, ~	3. Q/R ‡
114.	1. Qa7, Se3	2. Q×e3†,K~	3. Q/R ‡
	1. … K~	2. Sd6(†), K~	3. Q ‡
	1. … Sd4	2. Sd6†, K~	3. B ‡

Solutions to four-move problems

115.	1. Kb3, Kd4	2. Qc7, Ke4	3. Qc2†, K×d5	4. Qc4‡
		2. … e4	3. Q×d6, e3	4. Sc3‡
116.	1. Bh7, e5	2. Be4, d×e4	3. Sc5, Kd5/e3	4. Rd1‡
	[*1. Bg6*]			
117.	1. Sf4†, Ke5	2. Ra4, f5	3. Bb4, K~	4. Bd6‡
	1. … Kd7	2. Kf7, f5	3. Se6, f4	4. Rc7‡
118.	1. Kg1, d4	2. Sd5, K×d5	3. Qf7†, K~	4. Q ‡
	1. … Kd7	2. Qf7†, Kc8	3. Qe8†, Kc7	4. S×d5‡
119.	1. Rf8†, K×f8	2. Bg6, Bc8	3. Re6, ~	4. R/S ‡
120.	1. Rb7†, Kc4	2. Qf1†, Kd5	3. Qf5†, K~	4. Qb5‡
	1. … Ka4	2. Qf1, Ra5	3. Qc4†, R×c4	4. b3‡
			3. … B×c4	4. Rb4‡
		2. … Bc4	3. b3†, ~	4. Q ‡
121.	1. Se8†, B×e8	2. Qd5†, K×d5	3. c×d7†, Kd6	4. d×e8S‡
		2. … Kc7	3. Se6†, Kb8	4. c7‡
122.	1. Bb6†, Rc5	2. Qd8, K×e5	3. Qg5†, Kd4	4. Q×c5‡
123.	1. Qb1, Se3	2. Qf5†, K×d6	3. Qc5†, K×c5	4. Ba3‡
	1. … K×d6	2. Ba3†, Kc7	3. Qb7†, Kd8	4. Qb8‡
124.	1. Se3, Sf5	2. Bh6, S×h6	3. g3, ~	4. B ‡
		2. … S×e3	3. Bd7, ~	4. f3‡
125.	1. Rf4, B×f4	2. Bd4†, c×d4	3. Se1, ~	4. S ‡
126.	1. Rad2, P~	2. Ra3, P~	3. Sb3, S~	4. Sd4‡
	[*1. Rda3*]			
127.	1. Sde5, Rg6	2. Kf2, Rf6†	3. Kg3, ~	4. Q/S ‡
	1. … Rf8†	2. Kg2, Rf6	3. Kg3, ~	4. Q/S ‡
128.	1. Sd8, e5	2. Sf7, Qd5	3. Rd8†, Ke7	4. Re8‡
	1. … Qc8	2. Rd5†, Qd7	3. Se6, ~	4. R/B ‡
129.	1. Qh1, Q×f7	2. S×b6†, a×b6	3. Qa8, ~	4. Q ‡
	[*1. S×b6†*]			
130.	1. Rb7, Ke5	2. Bc7†, Kd4	3. Rb2, K×c3	4. Be5‡
131.	1. Se5, f×e5	2. Be4, B×e4	3. Qg4, ~	4. Q ‡
132.	1. Sb7, Rb5	2. Qb8, Rh1	3. Sc5†, R×c5	4. Ra3‡
	[*1. Se4*]			
133.	1. Qa4, Be6	2. Qe8, B×d5	3. S×d5†, Kf5	4. Bc8 ‡
		2. … ~	3. Rf5†, B×f5	4. Sd5‡
134.	1. Qf7, R×f7	2. Sb6, d3	3. Sfd5†, R×d5	4. S ‡
	[*1. Sb6*]			
135.	1. Bf7†, Re3	2. Qb2, Re2	3. Qf6, ~	4. B ‡
	1. … Be3	2. Qf8, Bf4	3. B×h5†, R×h5	4. Q×f4‡
136.	1. Bd7, R×d7	2. Qb8†, Ke7	3. Bf6†, K×f6	4. Qe5‡

	1. … Bd4	2. Qd6†, Kg7	3. B×d4†, f6	4. Q×f6‡
137.	1. Re4†, d×e4	2. Qd7†, Kc5	3. Bc1, ~	4. Q/B ‡
	1. … Kc5	2. Qb7, d×e4	3. Be5, ~	4. Q ‡
	1. … Kd3	2. Re3†, Kd4	3. Q×a7†, Bc5	4. Qg7‡
		2. … Kd2	3. R×e2†, Kd1	4. Qc2/b1‡
138.	1. Se6†, Ke4	2. Sd4†, K×d4	3. Re3, c5	4. Bc3‡
		2. … Kd3	3. Bc3, c5	4. Re3‡
139.	1. Qf4, g×f4	2. Rf6, Bc5	3. Rc6, ~	4. ‡
	[*1. Se5†*]			
140.	1. Qb1, Bb3	2. Qe4, Bc4	3. Qd4†, ~	4. B/S ‡
		2. … e×f4	3. S×b3†, Kd6	4. Bc7‡
		2. … Kd6	3. Bb4†, S×b4	4. Q×b4‡
141.	1. Sf6, B×f6	2. Be4, K×e4	3. Qc4†, K~	4. Qg4‡
142.	1. R3g5†, h×g5			
		2. Bd6†, B×d6	3. Se5, ~	4. R/S ‡
143.	1. Rf4, Be4	2. Sc3, Bd3	3. Re4†, B×e4	4. d4‡
144.	1. Q×b7, Bd3	2. Q×c6, Bb5	3. Bh5, ~	4. Q/B ‡
145.	1. Sdf2†, Kd4	2. Sh2, K×e5	3. Sf3†, Kf5	4. g4‡
146.	1. Sc4, B×c4	2. Re3†, K×e3	3. Re5†, K~	4. S ‡
		2. … Kf4	3. Rd4†, K×e3	4. Sf5‡
147.	1. Qc8, e4	2. R×d5†, B×d5	3. Sb5†, Ke5	4. d4‡
148.	1. Sd5, Be5	2. Qf4†, K×d5	3. Qc4†, K×c4	4. Be6‡
	1. … K×d5	2. Qc5†, Ke4	3. Qc4†, Sd4	4. Q×d4‡
	[*1. … d2!*]			
149.	1. Se3†, Kd4	2. Sc5, Rd6	3. Qd7, ~	4. S ‡
	[*1. Rc5†*]			
150.	1. Qc6, R×c6	2. S×f7†, K×f4	3. Kf2, ~	4. Bd2‡
	1. … K×f4	2. Bd2†, Ke5	3. Qc5†, R×c5	4. S×f7‡
	2. … Kg3	3. Qg2†, Kh4	4. Qg4‡	
151.	1. Qd5, R×d5	2. Sb5†, K×c4	3. Bb1,	4. B ‡
	[*1. Bd3* *1. Qg3†*]			
152.	1. Qf7, Re5	2. Qf4†, K×d5	3. Qc4†, K×c4	4. Sb6‡
	1. … Bf6	2. Q×e6†, Be5	3. Sf6†, Kf4	4. Qf5‡
153.	1. Qh2, S×c1	2. Q×e5, Bb4	3. Qb2, ~	4. Q/S ‡
154.	1. Ba6, B×e7	2. Qc3, Bc4	3. Q×c4, ~	4. Qc5‡
	1. … ~	2. Qb4†, Kc7	3. Qa5†, K~	4. Q ‡
155.	1. Rb4, b5	2. Rf7, B×c3	3. Sd3†, ~	4. R/S ‡
		2. … S×e3	3. Sd3†, c×d3	4. B×d4‡
		2. … Bb7	3. R×b5†, Bd5	4. S×c4‡
156.	1. Sd8†, Kd5	2. R×b5†, S×b5	3. Bc4†, K×c4	4. Sb6‡
157.	1. Qh2†, Kg8	2. Re8†, Qf8	3. Rb8, ~	4. Q/R ‡
158.	1. Re6, R×e6	2. Qb7, e2	3. Qe4†, R×e4/S×e4	4. Sd5‡

		2. … Ke5	3. Se2†, Rd4	4. B×d4‡
159.	1. Re3†, B×e3	2. Sc3†, Ke5	3. Qf4†, ~	4. B/S ‡
160.	1. Re6†, S×c2	2. Rf4†, K×f4	3. R×f6†, Ke5	4. Sd7‡
161.	1. Qc7, R×d5	2. Qh2, Q×h2	3. R×h2, ~	4. Ra2‡
	1. … Ka4	2. Qc5, Ka5	3. Sb3†, Ka4	4. Qb4‡
162.	1. Sd4, Bb7	2. Qf1, Rf5	3. Qa6, ~	4. Q/S ‡
163.	1. Sc4, Rb5	2. Qa5, Rd7	3. Sb6†, R×b6	4. Rd4‡
		2. … Rdb8	3.Qc7, ~	4. Qd6‡
	[*1. Q×g1!*]			
164.	1. Qh8, Qf7	2. Qg8, Q×g8	3. Rc6, ~	4. S ‡
	1. … b4	2. Q×f8, b3†	3. K×a3, ~	4. Q/S ‡
	[*1. … Qe8!*]			
165.	1. Qg6†, f5	2. Qd6, Rd×d6	3. Sf6†, R×f6	4. Sd2‡
		2. … Rb×d6	3. Sd2†, R×d2	4. Sf6‡
		2. … Q×d6	3. Sf6†, Q×f6	4. Sc5‡
166.	1. Re3, f×e3	2. Sg6†, Q×g6	3. Bd4†, K×d4	4. Qd5‡
	1. … Kf6	2. R×e4, Bd2	3. Re6†, Kg5	4. Rg6‡
167.	1. Qa5, K×f5	2. Sc3, Ke6	3. Bg4†, Qf5	4.Q×f5‡
		[*2. S×e7!*]		
	1. … ~	2. Sd4†, R×d4	3. S×d4†, Q×d4	4. B ‡
		[*2. S×c7†!*]		
	[*1. Qc3*] [*Misprinted diagram?*]			
168.	1. Rd8, R×d8	2. Q×h6, Qb7	3. Q×f4†, Qe4	4. Se6‡
169.	1. Rg3, f×g3	2. Rf5, e×d2	3. R×e5, ~	4. Re4‡
170.	1. Qf5, Bc6	2. Qh7, Bd7	3. Sf5†, B×f5	4. Q×a7‡
	[1. *Qc1*]			
171.	1. Rc4, R×c4	2. Qe1, R×d6	3. Bg5†, Ke4	4. Q×e3‡
		2. … Bf2	3. Q×f2†, Sf3	4. Bg3‡
	[*1. Qa8*]			
172.	1. Bb1, Rde6	2. Re5, K×e5	3. Bg3†, Kd4	4. Sf5‡
		2. … Rd6	3. R×e3, ~	4. ‡
		2. … R×e7	3. R×e7, ~	4. B×e3‡
	1. … Sf7	2. Rf4†, Ke5	3. Sg6†, Ke6	4. Bf5‡
	1. … Sg6	2. S×g6, Rde6	3. Sh4, ~	4. S ‡
173.	1. Re4, Qd5	2. Sd6, ~	3. R×c4†, ~	4. S ‡
	1. … Se6	2. Sd6, Kd5	3. R×c4, ~	4. Q/P ‡
			[*3. … S×f4!*]	
		2. … Sd8	3. R×c4†, Kd5	4. e4‡
		[*2. Sa7!*]		
174.	1. Qg2, B×g1	2. Qa2, Se5	3. Q×b3, ~	4. Q/S ‡
175.	1. Sb6†, Kc5	2. Qc3, B×c3	3. Sd7†, K~	4. S ‡
176.	1. Qb1, Sh4	2. Bc3†, R×c3	3. Qb8†, Kd4	4. Qf4‡

1. … Rc2 2. Bc3†, R5×c3 3. Qb4, ~ 4. Q ‡
1. … Re4 2. Qa1†, Rd4 3. B×c5, ~ 4. Q/B ‡
2. … Rc3 3. Q×c3†, Rd4/Sd4 4. Bd6‡

177. 1. Qg4, Kd5 2. Se7†, Kd6 3. Bc5†, K~ 4. Q ‡
1. … B~ 2. Qg8†, Bd5 3. Qf8, B~ 4. Q ‡
[*1. Q×f6*]

178. 1. Qc4, Rd1 2. Qd3, R×d3/e×d3 3. Sc4†, Kf5 4. Sg3‡
2. … Kd6 3. Bf4†, Kc5 4. Qb5‡

179. 1. Qe3, Bd8 2. Qa7, B×f3/Qd3 3. Sd6†, S×d6 4. Qh7‡
[*1. Qd2*]

Solution to five-move problems

180. 1. Bg2, c5 2. Bf3, c4 3. Kg2, c3 4. d×c3, K×e3 5. Bg5‡
[1. c3 1. Kf1 1. Bf3]

181. 1. Bh3, g5 2. Bg4, g×f4 3. Bh3, f3 4. g4, f2 5. Bg2‡
[1. Be6 1. Bd7 1. Bc8]

182. 1. Qf6, Qh2 2. Qc3, Qf4 3. Sf6†, Q×f6 4. Qc4†, Ke5 5. Qe4‡

183. 1. Sb3, h5 2. Kg7, Bh6† 3. Kg6, Rb6† 4. K×h5, ~ 5. Q‡
3. … Bf4 4. K×h5, ~ 5. Q/S ‡

184. 1. Rb8, R×a3 2. Sh6, Rg7 3. Rg8, ~ 4. Sf7†, R×f7 5. Rh5‡
1. … Bd2 2. Bb2, Rf8 3. Sgf6, Rf7 4. Sh7†, R×h7 5. Bf6‡

185. 1. Qe4†, Q×e4 2. Sc4†, Kd5† 3. f×e4†, f×e4 4. Se3†, Ke5 5. Sfg4‡
[*1. Sc4†! 1. Seg4†! 1. Sfg4†!*]

186. 1. Sd6†, c×d6 2. Bb7, Sc6 3. Ba6, S×b4 4. Rf5†, S×a6 5. Rg×f4‡
2. … Rf5 3. R×f4†, R×f4 4. Ba6, ~ 5. Rc5‡
[*1. R×b6!* (*1. Ka4!*)]

187. 1. Rc6, b×c6 2. Qf3, Rd4 3. Qf6†, Ke4 4. Qf4†, Kd5 5. Q×d4‡

188. 1. Rh7†, B×h7 2. Sh5†, Kg6 3. Qg4†, Q×g4 4. Rf6†, K×h5 5. Rh6‡

189. 1. Bc1†, Re3 2. R×h6, R×h6 3. Qh8, Be8 4. Se6†, Rh×e6 5. Qh2‡

190. 1. Re7†, Be6 2. d4†, c×d3 ep. 3. Rd4, S×d4 4. Sd2, ~ 5. S ‡
[*1. d4†*]

191. 1. Bf6†, Kf5 2. Qe4†, K×e4 3. Sd6†, Kd5 4. c4†, K×d6 5. e8S‡

192. 1. Qa2, Re8 2. Qg2, B×c3 3. S×h6†, Ke5 4. Qg3†, Kf6 5. Q×g5‡
2. … Reg8 3. Se2, f×e2 4. Qf2†, Bf3 5. Q×f3‡

193. 1. Rh8, d3 2. Rh2, f3 3. g×f3, f4 4. Re2, d×e2 5. d4‡
[*1. d3*]

194. 1. e×d3†, Kb4 2. Sc2†, Ka4 3. Qh4, c5/c6 4. Qg4, ~ 5. Q/S ‡

195. 1. Qe3, R×d7 2. Qe5†, Rd5 3. B×d4†, Q×d4 4. Qe7†, Rd6 5. Qa7‡
[*1. Qe1*]

196. 1. Sc5, B×c5 2. R8f5†, e×f5 3. Rd4, Se3 4. f4†, K×d4 5. Bf6‡

197. 1. Qc5, Sc2 2. Qe7, Qf5 3. S×d3†, Q×d3 4. Qf6†, Qf5 5. Q×f5‡

2. … g4 3. h4, Qf5 4. S×d3†, R×d3/Q×d3 5. Q/S ‡
3. … ~ 4. S×d3†, R×d3 5. Q‡

198. 1. Rf4†, Ke5 2. Bd5, K×d5 3. Qf5†, Kc6 4. Rc4†, Kb7 5.Qc8‡
2. … K×f4 3. Qe7, ~ 4. Q ‡
[*but 2. … Se4! with no solution*]
[*but 2. K×g5 and mate in 5th move*]
[*1. Bg4*]

199. 1. R×c6, R×c8 2. Qg8, Bg7 3. f8S, R×c6 4. Qc4†, R×c4 5. Se6‡
1. … Q×c8 2. Qh1, Sd5 3. Qg1†, Se3 4. Qa1†, Sc3 5. Qa7‡
1. … Qc7 2. Qh1, Sd5 3. e×d5, Q×c6 4. Qe4†, Kc5 5. Qc4‡
3. … Sd6 4. Qg1†, K×d5 5. Qc5‡

200. 1. Ba3, c4 2. Bd6†, e×d6 3. Kc6, d5 4. Kc5, d4 5. e×d4‡

Solution to Frontispiece

1. Qe2, Rf7 2. Be7, Rf2 3. Sf5†, R×f5 4. Qd3†, Ke5 5. Qe3‡
2. … Ke4 3. Sc4†, Kf5 4. Qe5†, K~ 5. Qg5‡
2. … Rc4 3. Bd6, Rf2 4. Sf5†, R×f5 5. Qd3‡
1. … Ke5 2. Sc4†, Kf5 3. Sd6†, Kf4 4. Bh4, ~ 5. g3‡
3. … Kg6 4. Qg4†, Kh6 5. Qg5‡
1. … Rc4 2. Qd3†, Ke5 3. Qf5†, Kd4 4. Bb6†, Rc5 5. Qf4‡
2. … Kc5 3. Q×d5†, Kb4 4. Qb5†, Ka3 5. Qb3‡